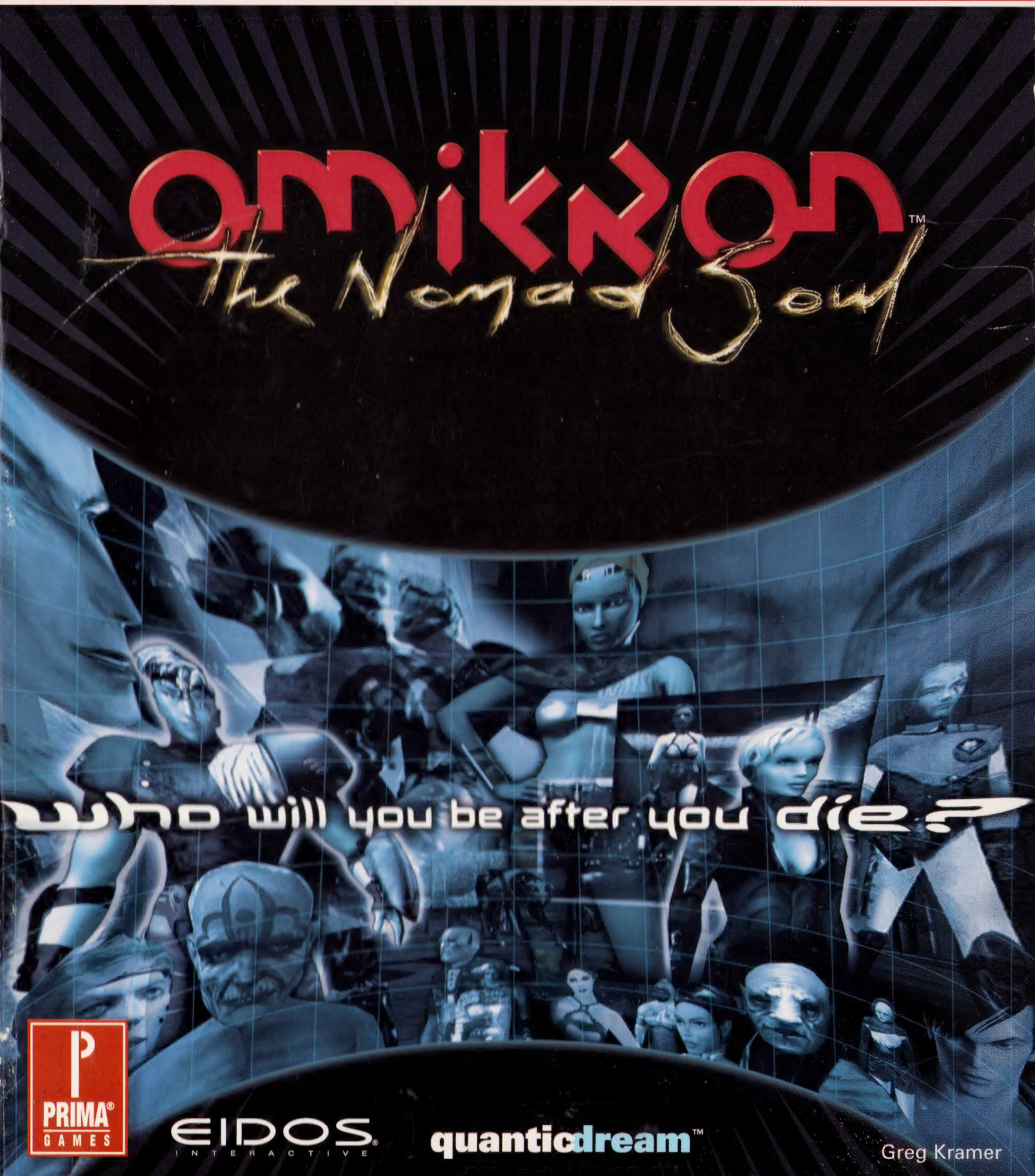
PRIMA'S OFFICIAL STRATEGY GUIDE

Omikron™ The Nomad Soul



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Greg Kramer

PRIMA'S OFFICIAL STRATEGY GUIDE

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FOREWORD

After three years of development, milestones, and many tough choices, *Omikron: The Nomad Soul* is finally completed. The road has been a long one, paved with innovation and adventure!

From the darkness of a cellar deep below Paris, six industry veterans, collectively known as Quantic Dream, conspired to revolutionize the world of computer gaming...

...On the other side of town, Eidos Interactive, seeing the incredible potential of a demo packed with mind-blowing worlds and mind-bending technology, seized the moment and signed *Omikron: The Nomad Soul* to their ever-increasing roster of quality 3-D projects. Six hundred pages of design-documents-in-French later, and one or two croque monsieurs too many—Voila! A new, virtual world was starting to come alive.

David Cage, the CEO of Quantic Dream and the mind behind *Omikron*, now presides over a team numbering more than 35. Some of the finest artists in France have been drawn into the flame—notably the Art Director Loic Normand, who, as legend has it, walked out of the best mathematics school in France to "walk ze Earth" and become a conceptual artist. The combination of these two visionaries has produced the unique design that is *Omikron*, and bodes well for future collaborations.

So we greet the arrival of our first, real, tangible parallel universe. All the niceties and necessities of life are here. Save the world from a demon's rage, or just go shopping? The raucous thrills of the Red Light district or a simple walk in the park? You chose...and where else will you be able to come home to your loving family after a hard day of Krubor bashing, or a trip to the exotically named Mahahaleel, Kingdom of Ice. Not to mention all the other shooting, fighting, investigating, driving, and body-swapping you've been getting up to....

Even the music is designed to simulate the musical tastes of an entire planet—courtesy of an original gametrack composed and performed by none other than David Bowie and Reeves Gabrels. The living, breathing, all-singing, all-dancing world of *Omikron* is right there! It's right behind your computer screen. Welcome to your new reality!

Thanks must go to the following citizens of *Omikron*: Herve Albertazzi, Eidos U.K. Producer, who has dragged this gargantuan game kicking and screaming into its box and onto the shelf; Susan Boshkoff-Roux, Eidos U.S. Product Manager, with a marketing vision that kept pace with the challenges that *Omikron* presented; the Test Crew, especially Clayton and Chris, for finding all those pesky secret quests; all, total, the entity that is Quantic Dream for getting it done; and finally to David Bowie and Reeves, who saw the potential and "cross-pollinated" wildly! Shared by all, an unflinching belief in a crazy French guy called David Cage and his too-big-to-be-true creation, *Omikron: The Nomad Soul*. Pity about the Omikronian poetry, though...

—Tom Marx, Producer, Eidos U.S.
—Philip Campbell, Senior Designer, Eidos U.S.

INTERVIEW: PHILIP CAMPBELL

Q: Philip, tell us about your role in the creation of *Omikron* and at Eidos?

A: I'm the Senior Designer for Eidos U.S.A., and give design consultancy to several of our titles, as well as creating my own titles: the *Tomb Raider Gold* series. Having a designer work with the development teams is all part of Eidos's commitment to good design, and I have forged a creative relationship and a good friendship with David Cage, the creator of *Omikron*, for over two and a half years. I've been involved in concept and level design, storytelling, voice-talent wrangling, and everything to do with the integration of David Bowie into the world of *Omikron*.

Q: You are one of the driving forces behind the game, but the game's auteur is David Cage. Can you speak for him and can you tell us something about him?

A: David is totally the vision behind *Omikron*, and it's all the rest of us can do just to keep up! He's a former concert pianist and French music star who got into game scoring, and from there started his own company. We call him "Elton Jean," or the French Billy Joel, when he pushes us too hard!

Q: *Omikron* has been developed by Quantic Dream, a French game designer. How does this European pedigree make the game stand out from the crowd? Have the demands of the British or American markets influenced its development?

A: The game is infused with a sense of France's huge cultural past, and the homegrown Parisian talent obviously feel the weight of the ages! Some of the artists, and the art director Loic, have come from other industries, so they have a really fresh point-of-view about games. Add in a pinch of earthy Irish game design, and testing by American *Quake*-heads, and you get a truly international flavor, something that suits both the adventure orientated fans from Europe and the first-person action bias of the American market.

Q: At its heart, *Omikron* is a classic adventure game, but it has very authentic infusions of both shooting and fighting games. This might be striking at first to the core adventure-game audience who may not have had much exposure to these more "action-oriented" genres. How has the game been structured to accommodate and train gamers of all stripes to enjoy the entire gaming experience?

A: The base idea for everyone is that you enter the world of *Omikron* knowing...nothing! From this starting point you learn to drive, talk, fight, shoot, investigate, and generally interact with this new race of people you've discovered. Even the language is different, and you may have difficulty reading the road-signs for a while! Of course we were concerned that a "genre-straddling" game of this type would force players to use gaming skills that they may not even have *wanted* to demonstrate before—that is why *Omikron* has a very complex training system built into the gameplay. Learn to fight with your virtual bot in your apartment, go to the virtual training centers in town to learn the subtleties of armed combat. Pick up communication and investigation skills from your colleagues at the Security Center. Later, you'll meet characters that will give you armament training and show you new fighting moves. The bottom line is that you can tailor the difficulty levels for each component of the gameplay to suit your style of play.

Q: Reincarnation is at the core of *Omikron*. How does this magical ability add to the gaming experience?

A: Reincarnation into the numerous "Inhabitable Characters" of the game opened up vast areas of potential gameplay, and reinforced the notion that you were always playing "yourself" in the game, just moving your soul from body to body depending on personal taste and gameplay needs. We were able to create a kind of latent role-playing aspect to the game by each character having their own unique attributes and possessions. Some have immense fighting skills, others have apartments full of hidden surprises.

Q: Another of the game's notable elements is the extensive participation of the Thin White Duke himself. How did David Bowie come to be involved in *Omikron*?

A: Honestly, who else could you imagine playing a digital being in an alternate reality?! We felt that Bowie could convey that sense of other-worldliness needed when writing music for a parallel dimension—he's been doing it for years, after all! When David and his collaborator Reeves Gabrels agreed to come and look at the game, we were amazed. We'd only hoped originally for a few licensed songs, and now we were getting a complete "gametrack" of original music. I think David and Reeves relished the opportunity to write, not from just one point-of-view, but from the point-of-view of a whole planet—that's why the music is so diverse.

Q: There's a real shock at the end of Act 1. How did this plot twist come to be?

A: We were looking for a dramatic way to introduce the concept of reincarnation, and we developed what we nicknamed the "*Psycho* Gambit"...you'll have to play the game, and consult the works of the great master, Hitchcock himself, to find out what that means!

Q: The look of the game is unique and richer than other games of its type. What are the influences and inspirations behind it?

A: Too numerous to list, inspiration has been drawn from everywhere, on a global scale! Surprisingly, a lot of inspiration has come from "real life" and not from the usual science fiction sources as you would imagine. That is why *Omikron*'s world is so realistic: as a parallel dimension *should* be considered in terms of what makes *our* dimension tick: religion, politics, amenities, lifestyles, etc.

Q: Tell us a bit about the game engine behind *Omikron*. In what ways is it unique?

A: All the technology was developed in-house by Quantic Dream. Before Eidos even saw the game, six people had been slaving away in a Parisian cellar trying to answer David Cage's demands that this game should have everything! The goal was set to aim for complete freedom for the player, and the technology is simply a means to an end. No existing technology could have coped, all the unique aspects like the integrated facial motion capture had to be invented from scratch. Above all, the technology had to appease the great "rules" of the design, that the game *must* evolve in a cinematic way, inspired by, and learning from, the methods of the movie industry.

Q: Tell us a little about the *Omikron* Web site.

A: It changes as we speak. Apart from the unique designer diaries that give a glimpse into the day-by-day design process as it happened, it now seems we are being "inhabited" by the legendary hacker Maxx, who somehow has managed to break into Ix's huge database of knowledge, and is sending Web site visitors deep into the amazing "underbelly" of the *Omikron* world.

Q: Who is your favorite character in the game?

A: It's got to be Iman 1631, partly because I originally suggested to the actual *Mrs.* Bowie that she take a role in *Omikron*, partly because she has a very cool apartment and a great record collection (in the game of course)!

Q: Any hints about the game's deepest secrets?

A: Hey, *you're* the one who's laying bare the inner secrets of *Omikron*! If we told you any more, we'd have to kill you! Suffice to say, you may find certain attitudes towards you change whether you are currently inhabiting the body of a man, or a woman. I can say no more.

Q: Will there be any future visits to *Omikron*?

A: This is only the beginning—all the team have already been buying up their real estate in *Omikron*, ready for the expected population explosion! Seriously, other platforms are already being resolved, and the next installment of *Omikron* is being dragged—kicking and screaming—from the twisted minds of Quantic Dream!

Q: Who is the true author of the books of poetry?

A: We don't like to talk about the poetry...and we apologize for any possible upset it may cause. *Any* talk of "azure skies" and "fluttering butterflies" should be outlawed in *Omikron*. We'll send in the thought erasers! Better still, how about a digital Dylan Thomas? Or an inhabitable Kerouac? Pah! There are many disgruntled poets walking the streets of Qalisar.

Q: Is *Omikron* just a game?

A: Yes. It's just a game...just keep telling yourself that...it's just a game...it's just a game...

ACKNOWLEDGMENTS

Thanks as always to my foundation, Deirdre. Couldn't do it without: Prima's Sara Wilson, Patrick Cunningham, Scott Carter, and Sue Honeywell; Philip Campbell, Clayton Palma, and Tom Marx at Eidos; and Audrey Leprince at Quantic Dream. Thanks to David Cage for imagining a world and for his "excruciatingly bad" poetry.

DEDICATION

To Dee and the impending guest. There's always room for one more.

INTRODUCTION

How do you summarize an alternate universe in a mere couple of hundred pages? OK, so maybe the task isn't that grand, but the challenge is a real one: say too much and the essentials (turn right, turn left) fade into the background noise—say too little and you leave readers wondering why they bought the book at all. You'll find the perfect balance here.

We hope this volume will serve as more than a tour book; the deep world of *Omikron* is too huge for such perfunctory treatment. Its most engrossing elements blossom not in the bare-bones gameplay, but in all the stuff you don't *need* to do. We hope this book will give you the security to take your time, read a few volumes of history, hone your fighting skill with extra practice, and explore a few back alleyways.

This book is designed to take you through every step in successfully completing the adventure of *Omikron*. The idea is to inform you of the consequences of all your actions so that you can focus not on what you could have done but what you're about to do. To pilot you in your thirst for knowledge, this guide is structured thus:

- *Chapter 1: Basic Training*
- *Chapter 2: The Finer Points*
- *Chapter 3: Inhabitable Characters*
- *Chapter 4: Non-Player Characters*
- *Chapters 5-12: Walkthroughs*

Finally, a warning. You will be introduced to the idea that *Omikron* isn't actually a computer game, but a trap designed to steal your soul. While this idea is essential to enjoying the game's fantasy, it is just that: fantasy. You are not going to have your soul sucked and your shell of a body inhabited by a demon. After all, were that the case I wouldn't be here to guide you, would I? A demon wouldn't go to all this trouble to make sure you spent lots of time enjoying and exploring the world of *Omikron*, would it? Of course not. That would be silly...right?

1
BASIC
TRAINING

As you prepare to inhabit a new body (or bod*ies*), you will need to know how to control and use it effectively. Think of this as Driver's Ed for the Nomad Soul.

There are four basic "modes" in which your characters will function: Adventure, Fighting (hand-to-hand), Shooting, and Swimming. Each mode has uniquely defined controls and (sometimes dramatically) different techniques.

A NOTE ON KEY ASSIGNMENTS

Omikron offers a wide array of control choices. Not only can you assign any action to any key, but you may use any of several devices according to your taste. Within the game's control options alone, you can assign essential functions to a keyboard, mouse, game pad, or joystick.

With so many choices, it's impossible to predict what key any individual player will use for a specific function. Therefore, this guide refers exclusively to the actions themselves and not their button assignments.

ADVENTURE MODE

You will spend most of your time in Adventure Mode—time spent exploring, traveling, investigating, and shopping. Fortunately, these are the easiest controls to handle.

BASIC NAVIGATION

Strolling and turning are the first steps to your mastery of *Omikron*'s characters. Press Forward to walk and Turn Right or Turn Left to turn in place, or employ a combination to turn on the move.

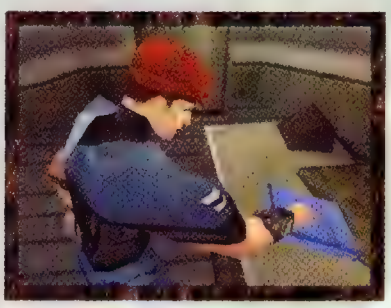
Pressing Back initiates a slow backward step. Note that your character cannot run backward.

Leap by pressing Jump. This command executes a forward jump. Note that your character can only jump in-stride.

Holding Run causes your character to sprint in the direction he or she is facing; you do not need to hold Forward while running. You can, however, turn while running by pressing Turn Right or Turn Left.

ACTION AND RETRACTION

Your Action key initiates conversations and instructs your character to pick up items and open doors or containers.



In relation to your Action key, the Jump button does double duty: when you've initiated an action (e.g., picked up an object), you can cancel that action by pressing the Jump/Cancel button.

ACCESS SNEAK

The Sneak button brings up your interface device, known in the game world as your "Sneak." To exit the Sneak, press the Cancel button. Controls associated with working the Sneak itself are discussed in your game's user manual.

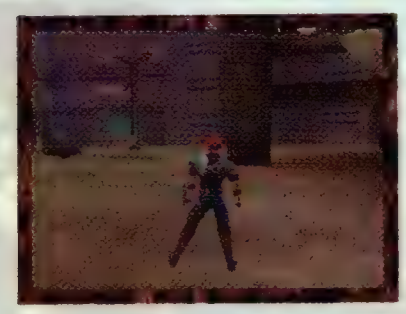
FIRST-PERSON VIEW

Hold the First-Person View button to switch from the game's default third-person perspective to an optional view seen through the eyes of your character.

While holding this key, use the directional keys to look in different directions: Forward for up, Back for down, Turn Left for left, and Turn Right for right. If you are using the mouse, you can look freely in any direction while in First-Person View.

ADVANCED NAVIGATION

Other keys permit you to Sidestep Left and Right,



take a careful step Forward, or Turn 180 degrees in place. How you do this depends on which controller you have chosen for Adventure Mode play.

Note

Adventure Mode is most easily played with a gamepad, though the joystick is a good second choice. The keyboard/mouse combination seems a bit stiff for this purpose.

FIGHTING MODE

There are frequent moments when armed combat just won't do. Such times demand that you duke it out with a foe hand-to-hand. When this happens, the game switches to Fighting Mode.

When you begin a session of fisticuffs, your Energy meter appears on the left side of the screen and your foe's displays on the right.

BASIC FIGHTING

Maneuvering around the playing field in Fighting Mode requires some practice and experience. Forward and Back move you, respectively, toward and away from your opponent. Press Jump or Crouch to hop or duck in place. The Sidestep keys can be used for avoidance or to reposition yourself.

Your four basic fight control buttons are: Punch 1, Punch 2, Kick 1, and Kick 2. Each, when pressed individually, initiates a specific basic move against your opponent.

Blocking your foe's assaults is done automatically, and your ability to defend yourself is dictated by your character's Dodge attribute.

You increase your character's ability to fight and dodge effectively by practicing fighting at a simulator (in Kay'l's apartment) or winning real fights. You may also find several kinds of potions that enhance your crucial fighting statistics.

COMBOS

You can certainly survive and thrive on the basic fighting moves, but greater foes and the preservation of precious Energy will require the use of more elaborate moves.

Not all moves can be performed by all characters; some require a degree of experience. For example, 7-hit combos can be performed only by the most advanced fighters.

Try all of these in practice before using them in combat:

Combos

Command	Combo
P1-P1-P2	3-Hit Fist Combo
P1-P2-P1-P2	4-Hit Rapid Death Fist Combo
P1-P2-K1-K1-P2-P1	6-String Soul Damnation A
P1-P2-K1-K1-P2-K1	6-String Soul Damnation B
P1-P2-K1-K1-P2-K2-P2	7-String Mega Blast Combo A
P1-P2-K1-K1-P2-K2-K1	7-String Mega Blast Combo B
P1-P2-K1-K1-K1-P2	6-String Holy Salvation Combo
P1-P2-K1-K1-K2	5-Hit Koopy Combo
P1-P2-K1-K2	4-Hit Hell Combo
P1-K1-K1-P2-K1	5-Hit Divine Death Combo
P1-K1-K1-P2-K2-P2	6-Hit Supreme Being Combo A
P1-K1-K1-P2-K2-K1	6-Hit Supreme Being Combo B
P1-K1-K1-K1-P2	5-Way Rush
P1-K1-K1-K2	Razor's Edge Combo
P1-K1-K2	Thunder Feet
P1-K2-P2	Snow Tiger Attack A
P1-K2-K1	Snow Tiger Attack B
P2-P1	Double Punches
P2-K1	2-Hit Shock
P2-K2-P2	3-Hit Takay'imi A
P2-K2-K1	3-Hit Takay'imi B
K1-P2-P1	3-Hit Sishin A
K1-P2-K1	3-Hit Sishin B
K1-P2-K2-P2	4-Hit No Mercy Combo A
K1-P2-K2-K1	4-Hit No Mercy Combo B
K1-K1-P2	3-Hit Last Circle Combo
K1-K2	2-Hit Sanctification
K2-P2	2-Hit Punishment A
K2-K1	2-Hit Punishment B
F-P1+P2	Krubor's Mega Punch
F-K1-K1-P2-P1	Kamiji Combo A
F-K1-K1-P2-K1	Kamiji Combo B
F-K1-K1-P2-K2-P2	Tornado Dance A
F-K1-K1-P2-K2-K1	Tornado Dance B
F-K1-K1-K1-P2	Masa'u Destruction
F-K1-K1-K2	Thunder Smash
F-K1-K2	Double Jinpan Kicks

F-K1+K2	Supreme Being Kick
B-P1+P2	Sham's Hammer
B-K1+K2	Anti-Gravity Flip
B-P2-K2-K2-P1	Violent Blessing
B-K1-P2	Hungry Krubor
B-K1-K2	Slash Kicks
B-K2-K2-P1	Monk's Duty
Sidestep-P1	Elbow Smash
Sidestep-P2	Punch to Heaven
Sidestep-K1	Rotating Spin
Sidestep-K2-K2	Double-Crush
Sidestep+P1	Hold 1
Sidestep+P2	Hold 2
Sidestep+K1	Hold 3
Tap Forward+K2	Hold 4
C-P1	Crouch Punch A
C-P2	Crouch Punch B
C-K1	Crouch Kick A
C-K2	Crouch Kick B

P1 = Punch 1
P2 = Punch 2
K1 = Kick 1
K2 = Kick 2
F = Forward
C = Crouch
J = Jump

Key

Note: "+" means that the buttons are pressed simultaneously.

Note

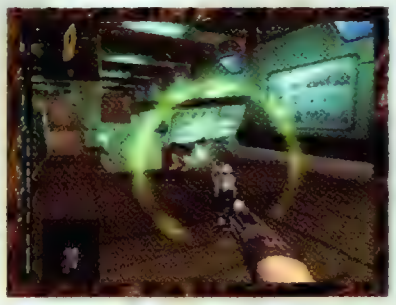
Again, the easiest device for Fighting Mode is the gamepad. The joystick is a effective alternative, but the keyboard/mouse option tends to be inadequate—especially for combos.

SHOOTING MODE

Several challenges in *Omikron* require the use of firearms rather than bare fists or cagey intellect. In these instances, the mode will switch into a first-person view similar to most shooting action games.

MOVING IN SHOOTING MODE

The movement controls in Shooting Mode are almost identical to any given first-person shooter—if you play those games, you can set your keyboard controls for this game in precisely the same way.



Forward and Back move your character in the chosen direction. Strafing moves the character laterally. Jump and Crouch do exactly what you expect and can be combined with directional keys.

It's only *almost* identical because there is no key assignment for turning in place; the only way to do this is with the mouse, spinning left and right to rotate your character in place. Joystick, gamepad, or keyboard alone will not permit this kind of motion.

Often, you will have to act on a lever or door, or climb a ladder while in Shooting Mode. In these instances, use Action just as you would in Adventure Mode.

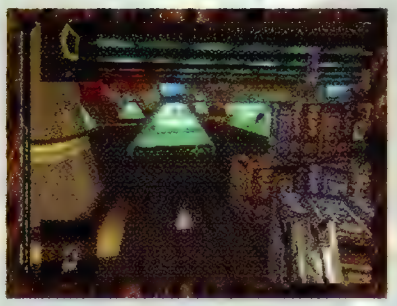
FIREARM CONTROLS

Firing your weapon is just as important as moving around the battlefield. Generally, the object is just point and shoot, but there are a few finer points to consider.

Spend a lot of time in the gun shop's shooting gallery to become comfortable with the controls. To fire, point your crosshairs where you want to shoot and press Fire. Remember that your ammunition is not unlimited (except with your default Waver Gun), so don't just unload on anything that moves—use short, controlled bursts.

To change weapons, press the Change Weapons key. This cycles through your weapons from the least powerful to the most. When you run out of ammunition, you will automatically switch to your most powerful remaining weapon.

HEALTH CARE



As you navigate the shooting arenas, you will see Medikits of various sizes. Note their positions but don't use them until you need them. Remember the colors that correspond to each size Medikit to avoid wasting them: blue is Small, gray is Medium, and green is Large.

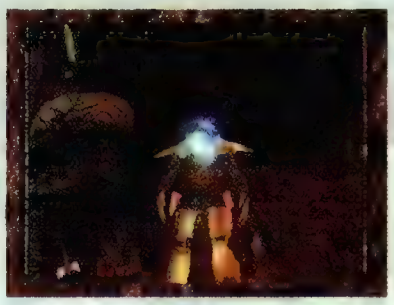
You need not worry about watching your health or looking for in-field Medikits if you have a full stock of Medikits in your inventory. As your Energy dwindles, your character's self-preservation instinct kicks in, and he'll automatically consume an appropriately sized Medikit. This automatic process continues until you run out of kits.

TECHNIQUE

The shooting sequences in *Omikron* resemble the action in first-person shooters, but the technique is a bit simpler. This means that certain tried-and-true strategies will be of no use and others will actually get you killed.

Your best bet is a simple duck-and-cover strategy, using stealth and caution to expose as little of your character's body as possible to enemy fire. Crouch, use boxes and walls as cover, and try to always have a wall at your back to avoid sneak attacks.

The renowned circle-strafe technique works less well here than in other games. This technique—keeping your crosshairs pointed at an enemy and holding one Strafe key to keep moving as you fire—can work well, but only in the most skillful hands. Such fine skill is really not required for success, and beginners may find the circle-strafe more frustrating than effective.



That said, there will come a time in the game when circle-strafing is the only way to win a fight. In this battle, there is no effective cover anyway. To assist you, tips on circle-strafing appear alongside the description of the fight.

Note

In Omikron, the only way to go in Shooting Mode is the keyboard/mouse combination. No other control method offers the same mobility or flexibility.

SWIMMING

Several tasks will demand that you make like a fish. Swimming is, however, as simple as falling off a boat.

ON THE SURFACE

While on the water's surface, you don't need to worry about your air supply. Use your directional keys to move backward, forward, or turn. Pressing the Dive button will cause you to plunge under the surface. Crawl initiates a standard stroke on the surface (best for covering long distances)—Turn Right and Turn Left change your direction while crawling. Finally, press the Action key when near a low shoreline and you'll pull yourself out of the water.

UNDERWATER

When underwater, you are consuming your air supply, so work efficiently.

The directional keys will make you pivot right, left, up, and down. To swim underwater, press Dive to move and use your directional keys to steer. Action works underwater only when you need to pull a switch or pick up something. Crawl serves no function underwater.

Note

Gamepad wins again. Not only is it the smoothest way to handle water navigation, but it eases the transition between the very similar Adventure and Swimming Modes.

2
THE FI
POI

Now that you have the information you need to survive your first days in Omikron, you're ready for the next step. This chapter is a reference for the minutiae that will make your life even easier and free you to fully consider the wide possibilities open to you. Look here for information on supplies, shopping, secrets, and more.

DINING

Food is an essential for life, but it is not the only way to maintain your Energy level in *Omikron*. It is, however, the cheapest and most readily available.

TYPES OF FOOD

There are several indigenous Omikronian dishes available to tickle your palate and enhance your strength.

Food

Food	Price	Energy
Quanta Cola	15	+5
Chokovat Bar	20	+5
Kloops Beer	20	+5
Koil	20	+5
Yuki	20	+5
Koopy Sandwich	40	+15
Droot Salad	40	+15
Niam Omelet	50	+20
Pureed Cramen	50	+20
Xiam Noodles	75	+30
Sham Steak	100	+45

WHERE TO BUY

Food is usually just as good found as it is bought. Scour the tables of restaurants and bars for freebies, and always peek in cabinets. You can, however, purchase food from several sources: restaurants, bars, supermarkets, and the Security HQ vending machine. Some cheap food items are also available in the Xam Store and Fu-An's Shop in Qalisar.

SUPERMARKETS

All supermarkets (two in Anekbah, two in Jaunpur, and one in Lahoreh) carry the following items:

- Chokovat Bar
- Xiam Noodles
- Sham Steak
- Koopy Food
- Niam Omelet
- Quanta Cola
- Pureed Cramen
- Koopy Sandwich
- Droot Salad
- Kloops Beer

BARS

Bars, as you'd expect, specialize in beverages and snack items.

- Kloops Beer
- Quanta Cola
- Koil
- Yuki
- Koopy Sandwich

RESTAURANTS

Restaurants provide a wide selection of high-end food items.

- Xiam Noodles
- Kloops Beer
- Sham Steak
- Niam Omelet
- Quanta Cola
- Pureed Cramen
- Droot Salad

STORING FOOD

No refrigeration necessary. Many of the food items are small, but they do take up space in your Sneak. So, either consume all food items immediately (you will frequently need the small Energy top-off they provide) or stow them for later in the Multi-plan locker.

FIREARMS

You'll always need at least one trusty bang stick in your Sneak for your adventure's several shooting sequences. Luckily, there's a wide selection available. Remember, however, that the Power Rod is unique among weapons: it can't be purchased, it has unlimited ammunition, and it works only on demons.

Firearms

Weapon	Price	Ammo	Ammo Price
Waver	0	Infinite	—
Power Rod	0	Infinite	—
Double Waver	650	Clips, 50 Rnds.	100
Octagun	800	Clips, 30 Rnds.	200
Decagun	1500	Clips, 20 Rnds.	250
Megazooka	3000	Clips, 10 Rnds.	500
Hypra	5000	Clips, 2 Rnds.	900

WHERE TO BUY

Guns and ammo can be found for free in various places. They can also be purchased at the gun shops in Anekbah, Jaunpur, and Lahoreh. A limited selection is available at the Xam Store and Fu-An's Shop in Qalisar.

It says something about the City of Omikron that there are as many gun shops as supermarkets. These private armories are, however, vital to your survival. In addition to a full selection of weaponry, you can buy the following:

- Shooting Gallery Ticket: Practice for the battles ahead at these virtual training centers.
- Activated Radar: Purchase this item and keep it in your Sneak to see a radar inset during shooting sequences.

SHOOTING GALLERIES

Each gun shop is equipped with a virtual shooting gallery where you can practice your firearms skills without risk of injury. Purchase tickets for five Seteks from your local gun shop.

HEALTH CARE

Energy can be preserved through food (see above), by medicine, or by magic.

Medical help is available by means of Medikits. These Energy boosters come in three sizes; Small (blue), Medium (gray), and Large (green).

Magical help is available in the form of Life Potions. These magical elixirs restore 50 points of Energy.

Health Care

Item	Energy	Available At	Price
Small Medikit	+15	drugstores, Xam Store	50
Medium Medikit	+50	Xam Store	110
Large Medikit	+100	drugstores, Xam Store	200
Life Potion	+50	Sorcerer's Shop, Anekbah	110

WHERE TO BUY

Medikits and Life Potions are almost everywhere. You will certainly need to purchase some, but there is no shortage of them in many places. In other locales, however, they are nonexistent.

Medikits can be purchased in any drugstore or in some small shops (e.g., Fu-An's Shop in Qalisar). Life Potions can only be purchased from the Sorcerer's Shop in Anekbah.

Note that only Medikits can be used automatically in shooting sequences. No matter how many Life Potions you have, they will not be consumed as part of your survival instinct as your Energy runs down.

MAGIC

Magical items serve many functions. They can be the ingredients in more complex potions. They can be self-contained potions that have an effect all their own. They can even temporarily or permanently enhance your character's vital statistics. They can, finally, be magical tomes that reveal the ingredients for extremely powerful spells.

Magic Items

Item	Price	Sorcerer's Shop
Wiki	25	Anekbah
Ars Magica Volume DXIII	40	Anekbah
Ars Magica Volume XLVII	50	Anekbah, Lahoreh
Ars Magica Volume CCLXI	50	Anekbah
Mana Potion +10	50	Lahoreh
Ars Magica Volume XX	60	Anekbah
Life Potion	110	Anekbah
Attack Potion +15	120	Anekbah, Lahoreh
Dodge Potion +15	120	Anekbah, Lahoreh
Mana Potion +30	125	Lahoreh
Viscous Slime	150	Anekbah
Drops of Shadow	150	Lahoreh
Mana Potion +50	190	Lahoreh
Attack Potion +30	215	Anekbah, Lahoreh
Dodge Potion +30	215	Anekbah, Lahoreh
Attack Potion +50	290	Anekbah, Lahoreh
Dodge Potion +50	290	Anekbah, Lahoreh
Virgin's Blood	300	Anekbah, Lahoreh
Fight Experience	350	Lahoreh
Regeneration Potion	500	Lahoreh
Taar Stone	700	Lahoreh
Sham Skin Spell	700	Lahoreh

WHERE TO BUY

The only two Sorcerer's Shops in Omikron are in Anekbah and Lahoreh. Note that they do not have identical inventories. Particularly important are the following differences:

- Mana Potions are available only in Lahoreh
- Life Potions are available only in Anekbah
- Drops of Shadow are available only in Lahoreh

SPECIALTY SHOPS

There are two unusual shops in Omikron; both are in the Qalisar District.

Xam Store: This storefront near Aka's Bar sells miscellaneous goods and hosts the notorious Sha'armet Tournament (buy a battery to get in):

Xam Store

Item	Price
Battery for Meca-Lamp	0
Omikron News, 9 Andar 7216	7
Quanta Cola	15
Kloops Beer	20
Insulating Spray	35
Small Medikit	50
Double Waver Ammo (50)	100
Transcan "Something"	110
Medium Medikit	110
Octagun Ammo (30)	200
Large Medikit	200
Decagun Ammo (20)	250
Octagun	800

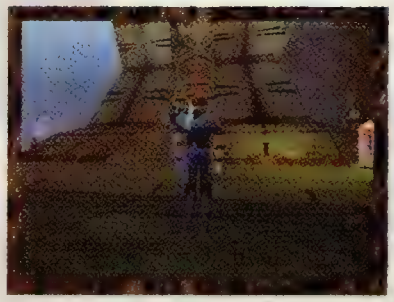
Fu-An's Shop: This shop at the end of Qalisar Boulevard fixes Sneaks (400 Seteks) and sells miscellaneous items:

Fu-An's Shop

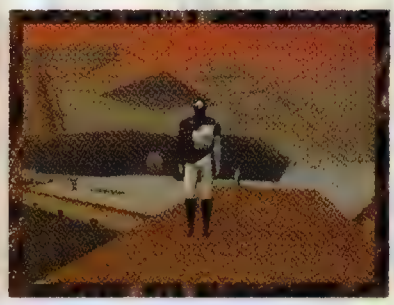
Item	Price
Erotic Poster	5
Quanta Cola	15
Kloops Beer	20
Koopy Sandwich	30
Insulating Spray	35
Small Medikit	50
Double Waver Ammo (50)	100
Transcan "Something"	110
Octagun Ammo (30)	200
Double Waver	350
Hypra Ammo (2)	900

BANKS

If you need money fast and you've got a bunch of useless items rattling around your Multiplan, consider taking them to the bank. These luxurious pawn shops will give you 50 percent of value on any nonessential item. Note that you cannot trade in objects that are essential to the game.



BOOKSTORES AND THE LIBRARY



Bookstores and the Omikron Central Library (Lahoreh) are the repositories of all knowledge in Omikron. To learn more about this world in which you find yourself, consult the volumes you find.

THE PROS AND CONS OF REINCARNATION

Reincarnation is sometimes required, and often involuntary. It is important, however, to understand the consequences of your actions.

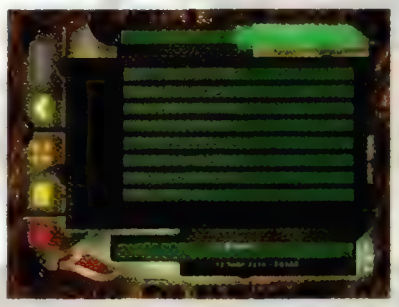
When you change bodies, almost all of the items in your Sneak come with you. You keep all objects, weapons, ammo, etc., plus Magic Rings. You do not, however, retain the money held by your previous body. Keep this in mind and go on a shopping spree before changing voluntarily or in anticipation of an involuntary or required soul transfer.

You also do not get to keep your current body's attributes. This means that you must retrain your new body in shooting and fighting after each transfer. Often, you won't hold onto a body long enough for this to matter, but try to look at what's ahead so you will know when combat will be required.

Many of your new bodies come with possessions and places of abode. Items gained through soul transfer can include books, food, Transcans, weapons, health items, money, and magical items. Many items, however, are merely valuable trinkets that can be hocked for money at the bank; be sure to have them appraised when you visit.

The apartments are veritable treasure troves of information and loot. They may all look alike, but the contents will often be very personal to the owner and very valuable to you. Never miss an opportunity to check out an apartment for which you have a key; consult your map for locations.

DRIVING YOUR SLIDER



While most people will leave the driving to their Slider, you may want to take the wheel yourself. To do this, go into your Sneak and activate the Call Slider portion.

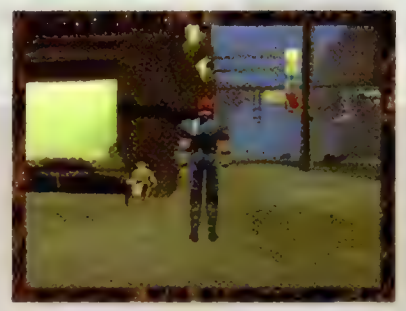
Instead of highlighting a destination, however, simply highlight "Calling the Slider" and press Action. When the vehicle arrives, get in as normal. Once inside, you may then choose to drive automatically (pick a destination) or manually.

If you choose to go manual, have fun. The directional keys control the movement of the Slider. Press Action to exit at any time.

SECRETS

Several secrets lurk below the surface of *Omikron*. Many, but not all of these, are highlighted in the walkthroughs.

THE MAGIC CACHE



In Anekbah, find the beggar near the restaurant where you meet Telis for lunch. Give him some cash and he promises to make you a trade: a pass to a secret place for a Life Potion. When you get a Life Potion, give it to him and he'll give you access to, and a clue to find, a magical cache in Jaunpur.

When in Jaunpur, you will eventually find a flyer for a Wikis Garden—the location will appear on your map once you've read the announcement. Go there and follow the beggar's directions.

You'll notice two lovers embracing against a row of doors on one side of the garden. Walk to what looks like the end of the row of doors and walk around a short wall to find another door. Use the Beggar's Pass on the door and go down a spiral ramp to a cache of magic books, potions, and items.

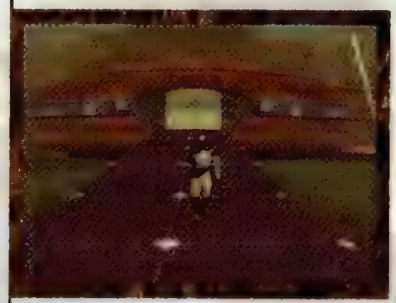
Be sure to empty your Sneak before heading inside so you'll have room to stock up.

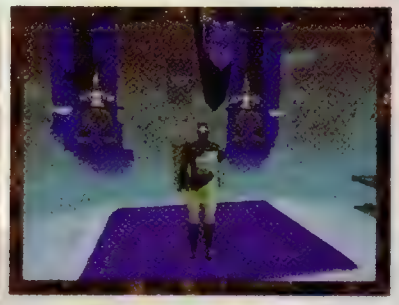
Entering the Magic Cache unlocks a further secret—the secret character Nuyasan.

SECRET CHARACTER—NUYASAN

Once you've found the Magic Cache, go back to the temple in Qalisar. Walk to the end, where a worshipper is now kneeling (he wasn't there before). This is the secret inhabitable character Nuyasan. Trip on his spices and enjoy his enhanced stats.

THE VISION

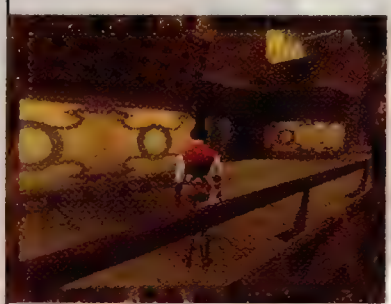




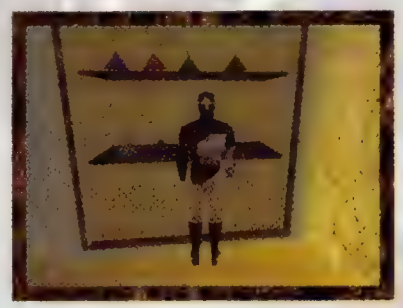
Purchase a vial of Virgin's Blood from either of the Sorcerer's Shops. When you arrive at the Awakened's new base in Lahoreh, go through the gigantic door opposite the entrance. This leads to the statue room of the monastery on which the base is built. Stand in the middle of the floor and drink the Virgin's Blood to see a vision of your future.

THE DREAMERS

You will frequently hear about a renegade band called "The Dreamers." Three underground concerts can be viewed in the course of your quest once you've found the flyers for each of the shows:



- Qalisar: The first concert you hear of will take place in Harvey's Bar in Qalisar. Once you read the notice, Harvey's Bar appears on your map. Go there anytime for the show.
- Jaunpur: Once you locate the flyer in Jaunpur, Zone 24 will be highlighted on your map. When the Slider lets you off, enter the passage next to the arch. Follow it until it splits (a couple stands conversing) and bear left. Take the second left to find a large satellite dish. Turn right and take the elevator (blue door) down to the baths.
- Lahoreh: Once you find the flyer, go to the abandoned Khonsu Factory (the large doors on the western side of the map) and enter.



You may also buy and find Transcans of the band's music in stores and various characters' apartments. These "tapes" can be played at the Transcan Players in each apartment. New singles are released to the stores after you see each concert. Note that the complete collection is available in the bedroom closet of Iman's pad in Lahoreh—hmmm, I wonder if there's a connection between her and the familiar looking, pale, thin lead singer.

SECRET CHARACTER—SHHHY'NLSS

After you depart Mayere'm as Fodo, you will be attacked by a savage Krubor. If you lose the fight, you will be reincarnated into the beast's body. If you'd like to try her on for size, go easy on her in the fight and let her win.

3
INHABITABLE
CHARACTERS

OVERVIEW

These characters are a rare breed, but you'll need to know who they are for one important reason: you could become them. Either by choice or necessity, you will need to transfer your soul from body to body over the course of the game—though you begin as police officer Kay'l, you will certainly finish the game as someone else.

VOLUNTARY VS. INVOLUNTARY REINCARNATION

There are two kinds of reincarnation: voluntary and involuntary.

The mechanics of voluntary reincarnation are simple, but you won't be able to achieve it without at least 50 points of Mana and a Reincarnation Spell. This combination will not be available to you until well into Act 1; you must play as Kay'l up to at least a defined point. When you want to inhabit a person, stand next to him or her and Use the Reincarnation Spell in your Sneak. If you have enough Mana, the transfer will occur.

These same rules don't apply, however, when you die: in certain instances, your soul will migrate into the first person who touches it. Neither Mana nor possession of the spell is required for this to work.

CHARACTER TYPES

Inhabitable characters can be voluntary or involuntary (or occasionally both).

The voluntary ones, the larger group, are folks you see in the shops and streets who are ripe for your soul. You can recognize them in two ways: (1) they look different from the seemingly identical average citizens of Omikron, and (2) when you approach them and press Action, you get a special response that hints at their inhabitability. Once you bump into one of these characters, you'll know all of them when you see them.

Involuntary characters are available only if you die at a specifically defined sequence. Instead of being cast into hell, you will see a passerby move to your body—the transformation is automatic and instantaneous. A few of the involuntary characters do pop up as voluntary ones in other acts.

POSSESSIONS AND ATTRIBUTES

Note that when your soul moves, your Sneak moves with it, including all items, weapons, and Magic Rings. What does not transfer, due to the inherently earthly quality of money, is your currency. You are stuck with your new body's financial lot in life. You also inherit the possessions of your new body.

Your attributes (Energy, Attack Strength, etc.) do not transfer with your soul. You will, therefore, have to retrain your new body in fighting and shooting skills. Some characters arrive with these skills built in.

INHABITABLE CHARACTER DIRECTORY

BAHIMY'L

Location:
Tetra Shooting Sequence, Jaunpur
Type:
Voluntary

VITAL STATISTICS

Age: 28
Sex: Male
Job: Tetra Military Officer
Energy: 100
Attack: 60
Fight Experience: Initiate
Body Resistance: 40
Speed: 60
Dodge: 60
Mana: 40
Seteks: 50

POSSESSIONS

None

RESIDENCE

None

BETSY

Location: Drugstore (near Security HQ), Anekbah
Type: Voluntary

VITAL STATISTICS

Age: 22
Sex: Female
Job: Journalist
Energy: 100
Attack: 30
Fight Experience: Novice
Body Resistance: 20
Speed: 60
Dodge: 20
Mana: 50
Seteks: 250

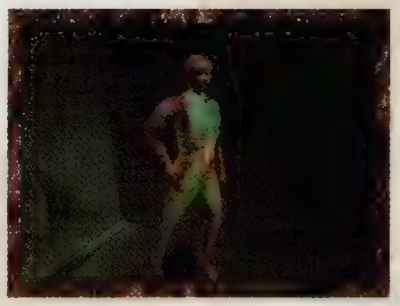
POSSESSIONS

Apartment Key
Omikron Political System
Dreamers Concert Flyer
Transcan
Medium Medikit
Omikron News, 33 Xenep 7216
Omikron News, 41 Andar 7216
Omikron News, 30 Nevod 7216
Omikron Laws, Vol. 91
Chokovat Bar
Quanta Cola
Cobalt Wars, Vol. 1

RESIDENCE

151 Reshev Street, Anekbah

DAKME'T



Location: Harvey's Bar (bathroom), Qalisar
Type: Voluntary

VITAL STATISTICS

Age: 32
Sex: Male
Job: Racing Driver
Energy: 100
Attack: 50
Fight Experience: Novice
Body Resistance: 20
Speed: 130
Dodge: 40
Mana: 40
Seteks: 750

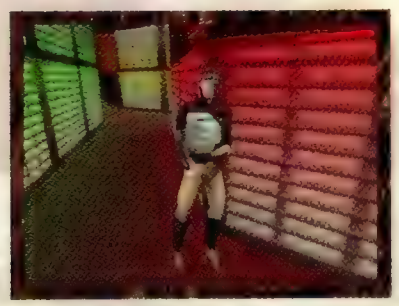
POSSESSIONS

Dakme't's Speed Drug

RESIDENCE

None

ENYA'D



Location:
Library, Lahoreh
Type:
Voluntary

Vital Statistics

Age: 38
Sex: Male
Job: Scientist
Energy: 100
Attack: 20
Fight Experience: Novice
Body Resistance: 20
Speed: 50
Dodge: 50
Mana: 40
Seteks: 890

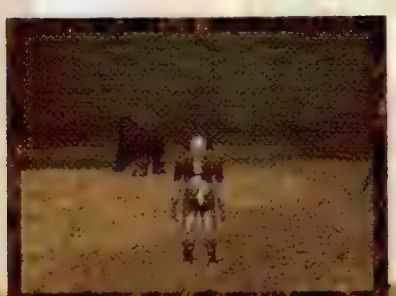
Possessions

Apartment Key
On Parallel Universes
The Secundat Systemis
70 Seteks
The Primat Systemis
Sham Steak
Kloops Beer
Large Medikit
Transcan

Residence

799 Hours Street, Jaunpur

FODO



Location:
Sham Farm, Mayere'm
Type:
Involuntary

Vital Statistics

Age: 287
Sex: Male
Job: Azekeel Farmer
Energy: 100
Attack: 110
Fight Experience: Taar Disciple
Body Resistance: 30
Speed: 50
Dodge: 110
Mana: 130
Seteks: 0

Possessions

None

Residence

None

GANJI

Location:
Restaurant (north), Jaunpur
Type:
Voluntary

Vital Statistics

Age: 25
Sex: Male
Job: Professional Wrestler
Energy: 100
Attack: 70
Fight Experience: Initiate
Body Resistance: 50
Speed: 50
Dodge: 70
Mana: 50
Seteks: 350

Possessions

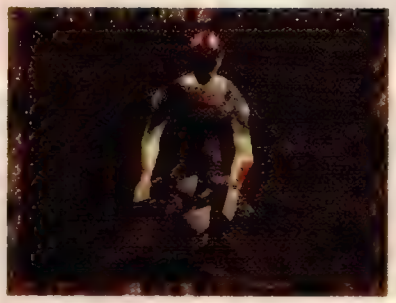
Apartment Key
Chokovat Bar

Mayt'a's Good Recipes
Animal Liver
Roast Chapala
Niam Omelet
Xiam Noodles
Sham Steak
Kloops Beer
Quanta Cola
Taar Combat Techniques, Volume 9
Attack Potion +30
100 Seteks

RESIDENCE

3123 Lahoreh Street, Jaunpur

HUNABK'U



Location: Jahangir Park
Type: Voluntary

VITAL STATISTICS

Age: 31
Sex: Male
Job: Taar Master
Energy: 100
Attack: 80
Fight Experience: Master of the Inner Voice
Body Resistance: 30
Speed: 60
Dodge: 80
Mana: 80
Seteks: 150

POSSESSIONS

Hunabk'u's Potion

RESIDENCE

None

IMAN

Location: Gun Shop (near Anekbah Gate), Jaunpur
Type: Voluntary

VITAL STATISTICS

Age: 38
Sex: Female
Job: Escort Girl
Energy: 100
Attack: 70
Fight Experience: Taar Disciple
Body Resistance: 40
Speed: 60
Dodge: 60
Mana: 60
Seteks: 850

POSSESSIONS

Apartment Key
Octagun
Octagun Ammo
Transcans (entire Dreamers collection)
Fight Experience Potion
Birth of Ix Volume 4
Lahoreh Secret Concert Flyer
Taar Fight Techniques Volume 7

RESIDENCE

516 Yrmal'i Square, Lahoreh

ITZAM'A

Location: Temple, Jaunpur
Type: Voluntary

VITAL STATISTICS

AGE: 37
SEX: MALE
JOB: TAAR MONK
ENERGY: 100
ATTACK: 80
FIGHT EXPERIENCE: MASTER OF THE INNER VOICE
BODY RESISTANCE: 70
SPEED: 60
DODGE: 70
MANA: 70
SETEKS: 30

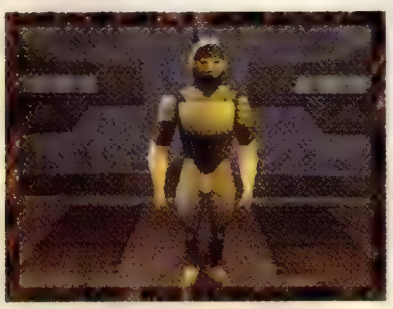
POSSESSIONS

APARTMENT KEY
LIFE POTION
MANA POTION
FIGHT EXPERIENCE POTION
TAAR FIGHT TECHNIQUES VOLUME 10

RESIDENCE

46 TEMPLE SQUARE, JAUNPUR

JAYLI'N



LOCATION:
DOCKS, JAUNPUR
TYPE:
VOLUNTARY

VITAL STATISTICS

AGE: 30
SEX: MALE
JOB: IX ELITE SOLDIER
ENERGY: 100
ATTACK: 70
FIGHT EXPERIENCE: INITIATE
BODY RESISTANCE: 40
SPEED: 70
DODGE: 60
MANA: 20
SETEKS: 120

POSSESSIONS

JAYLI'N'S MEGAZOOKA

RESIDENCE

NONE

JORG

LOCATION:
GUN SHOP (NEAR ACCESS TO JAUNPUR), ANEKBAH
TYPE:
VOLUNTARY

VITAL STATISTICS

AGE: 33
SEX: MALE
JOB: MERCENARY
ENERGY: 100
ATTACK: 70
FIGHT EXPERIENCE: INITIATE
BODY RESISTANCE: 70
SPEED: 60
DODGE: 70
MANA: 10
SETEKS: 70

POSSESSIONS

APARTMENT KEY
OCTAGUN AMMUNITION
DECAGUN AMMUNITION
DECAGUN
50 SETEKS
KLOOPS BEER
DAV IDKA'J POETRY 7209/7211

RESIDENCE

3167 IX SQUARE, ANEKBAH

KAI'A

Location: Bookstore, Anekbah
Type: Voluntary

VITAL STATISTICS

Age: 17
Sex: Female
Job: Student of Literature
Energy: 100
Attack: 30
Fight Experience: Novice
Body Resistance: 10
Speed: 60
Dodge: 40
Mana: 60
Seteks: 180

POSSESSIONS

Kai'a's Book of Poems

RESIDENCE

None

KAY'L

Location: Start of Game
Type: Involuntary

VITAL STATISTICS

Age: 30
Sex: Male
Job: Investigating Agent
Energy: 10
Attack: 70
Fight Experience: Initiate
Body Resistance: 30
Speed: 70
Dodge: 60
Mana: 10
Seteks: 0

POSSESSIONS

Apartment Key

RESIDENCE

Kay'l's Apartment

KUMA'R

Location: Bridge, Jaunpur
Type: Involuntary

VITAL STATISTICS

Age: 28
Sex: Male
Job: Adventurer
Energy: 100
Attack: 50
Fight Experience: Novice
Body Resistance: 40
Speed: 60
Dodge: 70
Mana: 60
Seteks: 80

POSSESSIONS

Kumar's Octagun

RESIDENCE

None

KUSHULAI'N

Location:
Kushulain's Airship
Type:
Involuntary

VITAL STATISTICS

Age: 7216
Sex: Male
Job: Hero
Energy: 12
Attack: 180
Fight Experience: Master of the Inner Voice
Body Resistance: 99
Speed: 110
Dodge: 130
Mana: 200
Seteks: 0

POSSESSIONS

Barkaya'l Sword

RESIDENCE

None

LAHYLI'N

Location:
Peep Show, Qalisar
Type:
Voluntary

VITAL STATISTICS

Age: 23
Sex: Female
Job: Call Girl
Energy: 100
Attack: 50
Fight Experience: Novice
Body Resistance: 20
Speed: 50
Dodge: 60
Mana: 50
Seteks: 450

POSSESSIONS

Lahyl'in's Pendant

RESIDENCE

None

NEMET

Location:
Jahangir Park
Type:
Voluntary

VITAL STATISTICS

Age: 24
Sex: Male
Job: Techball Champion
Energy: 100
Attack: 60
Fight Experience: Initiate
Body Resistance: 30
Speed: 90
Dodge: 70
Mana: 60
Seteks: 950

POSSESSIONS

Nemet's Force Drug

RESIDENCE

None

NIOMA'Y

Location:
Bookstore, Lahoreh
Type:
Voluntary

VITAL STATISTICS

Age: 27
Sex: Female
Job: Actress
Energy: 100
Attack: 30
Fight Experience: Novice
Body Resistance: 20
Speed: 60
Dodge: 30
Mana: 60
Seteks: 350

POSSESSIONS

Apartment Key
20 Seteks
Transcans
Yuki
Chokovat Bar
Quanta Cola
Gem

RESIDENCE

367 Shakir Street, Jaunpur

NUYASAN

Location:
Temple, Qalisar (only after you've visited the Magic Cache in the Wikis Garden, Jaunpur)
Type:
Voluntary

VITAL STATISTICS

Age: 36
Sex: Male
Job: Kamiji Trader
Energy: 120
Attack: 70
Fight Experience: Novice
Body Resistance: 70
Speed: 50
Dodge: 60
Mana: 80
Seteks: 200

POSSESSIONS

Nuyasan's Spices

RESIDENCE

None

PLUME

Location:
Den's Apartment, Anekbah/Bank, Lahoreh
Type:
Involuntary/ Voluntary

VITAL STATISTICS

Age: 26
Sex: Female
Job: Fashion Designer
Energy: 100
Attack: 60
Fight Experience: Initiate
Body Resistance: 20
Speed: 60
Dodge: 60
Mana: 70
Seteks: 260

POSSESSIONS

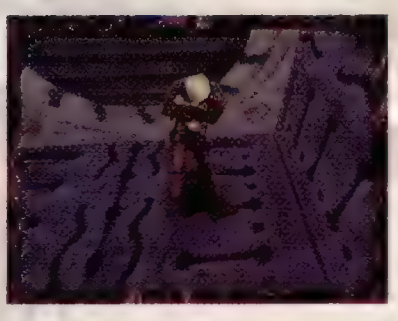
Apartment Key
Precious Vase

20 Seteks
The Green Book—Psalms
The Birth of Ix, Volume 3
The Birth of Ix, Volume 4
Quanta Cola

RESIDENCE

17 Yrmal'i Square, Lahoreh

QAZMA'AD



Location: Sewer Tunnel, Zone 22 (near Rooftops)
Type: Voluntary

VITAL STATISTICS

Age: 35
Sex: Male
Job: Demoted Mercenary
Energy: 100
Attack: 60
Fight Experience: Novice
Body Resistance: 40
Speed: 50
Dodge: 60
Mana: 30
Seteks: 20

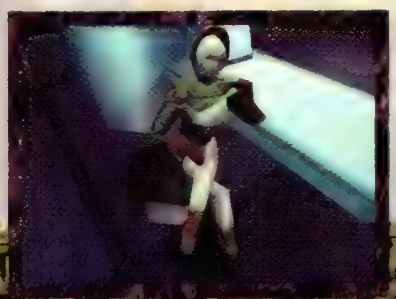
POSSESSIONS

Qazma'ad's Can of Liquor

RESIDENCE

None

SAMYAZ'A



Location: Restaurant (near Kay'l's apartment), Anekbah
Type: Voluntary

VITAL STATISTICS

Age: 28
Sex: Female
Job: Spiritualist
Energy: 100
Attack: 40
Fight Experience: Novice
Body Resistance: 20
Speed: 60
Dodge: 30
Mana: 90
Seteks: 230

POSSESSIONS

Apartment Key
Chokovat Bar
Mana Potion
Magic Crystal
3 Magic Rings

RESIDENCE

197 Tolric Street, Anekbah

SHENAND'A

Location: Supermarket, Lahoreh
Type: Voluntary

VITAL STATISTICS

Age: 25
Sex: Female
Job: Heiress
Energy: 100
Attack: 60
Fight Experience: Initiate
Body Resistance: 20
Speed: 60
Dodge: 50
Mana: 60
Seteks: 890

POSSESSIONS

Apartment Key
Precious Jar
200 Seteks
Yuki
Shenand'a's Pendant
Small Medikit

RESIDENCE

901 Yrmal'i Square, Lahoreh

SHHHY'NLSS

Location:
Passage between Mayere'm and Hamestaga'n
Type:
Involuntary

VITAL STATISTICS

Age: 2
Sex: Female
Job: Krubor
Energy: 50
Attack: 150
Fight Experience: Taar Disciple
Body Resistance: 80
Speed: 70
Dodge: 130
Mana: 0
Seteks: 0

POSSESSIONS

None

RESIDENCE

None

SOYM'A

Location:
Lahoreh Restaurant
Type:
Voluntary

VITAL STATISTICS

Age: 33
Sex: Male
Job: Dandy
Energy: 100
Attack: 50
Fight Experience: Novice
Body Resistance: 30
Speed: 60
Dodge: 50
Mana: 70
Seteks: 15

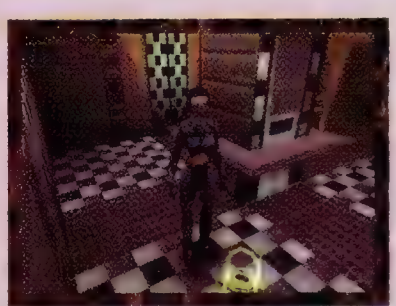
POSSESSIONS

Apartment Key
Double Waver
Double Waver Ammo
Kloops Beer
Yuki
Sham Steak

RESIDENCE

66 Yrmal'i Square, Lahoreh

SYAO



Location:
Kay'l's Rooftop, Anekbah/ Apartment Lobby, Jaunpur
Type:
Involuntary/ Voluntary

VITAL STATISTICS

AGE: 24
SEX: FEMALE
JOB: THIEF
ENERGY: 100
ATTACK: 40
FIGHT EXPERIENCE: INITIATE
BODY RESISTANCE: 20
SPEED: 80
DODGE: 70
MANA: 70
SETEKS: 450

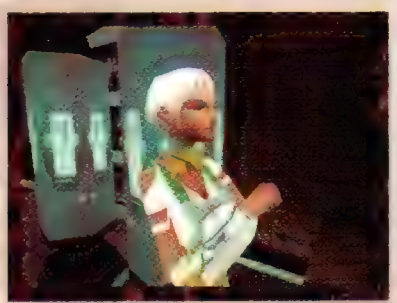
POSSESSIONS

NONE

RESIDENCE

NONE

TAHIM'A



LOCATION:
BOOKSTORE (NEAR THE TEMPLE), JAUNPUR
TYPE:
VOLUNTARY

VITAL STATISTICS

AGE: 23
SEX: FEMALE
JOB: PROGRAMMER
ENERGY: 100
ATTACK: 40
FIGHT EXPERIENCE: NOVICE
BODY RESISTANCE: 20
SPEED: 50
DODGE: 50
MANA: 30
SETEKS: 230

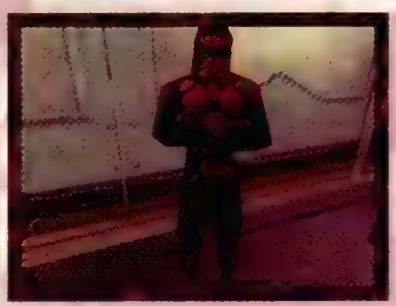
POSSESSIONS

A LITTLE PHIAL (+30 ENERGY)

RESIDENCE

NONE

VOSDA'N



LOCATION:
ZONE 22, JAUNPUR
TYPE:
VOLUNTARY

VITAL STATISTICS

AGE: 27
SEX: MALE
JOB: CAPTAIN OF KHONSU MILITIA
ENERGY: 100
ATTACK: 70
FIGHT EXPERIENCE: INITIATE
BODY RESISTANCE: 50
SPEED: 70
DODGE: 80
MANA: 40
SETEKS: 340

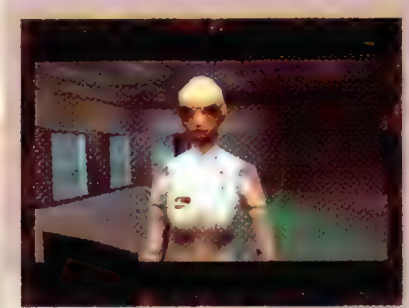
POSSESSIONS

NONE

RESIDENCE

NONE

YSMALA'N



LOCATION:
MORGUE, ANEKBAH
TYPE:
INVOLUNTARY

VITAL STATISTICS

AGE: 26
SEX: FEMALE
JOB: NURSE
ENERGY: 100
ATTACK: 50
FIGHT EXPERIENCE: NOVICE
BODY RESISTANCE: 20
SPEED: 60
DODGE: 50
MANA: 20
SETEKS: 1250

POSSESSIONS

YSMALA'N'S MEDIKIT (+100 ENERGY)

RESIDENCE

NONE

ZAO'R

LOCATION:
PAMOKA
TYPE:
VOLUNTARY

VITAL STATISTICS

AGE: 31
SEX: MALE
JOB: PAMOKA PRISON OFFICER
ENERGY: 100
ATTACK: 60
FIGHT EXPERIENCE: NOVICE
BODY RESISTANCE: 50
SPEED: 70
DODGE: 50
MANA: 30
SETEKS: 880

POSSESSIONS

APARTMENT KEY
HYPRA
BASES OF TAAR COMBAT
DODGE POTION +30
KLOOPS BEER
XIAM NOODLES

RESIDENCE

517 GREEN BOOK BOULEVARD, ANEKBAH

4

CHARACTERS

The city is full of people. Fortunately, only a few of these individuals require your attention. The inhabitable characters whose bodies you can steal via reincarnation have already been discussed. There are, however, three other types of characters of whom you need to be aware: very important people, shopkeepers, and folks in the street.

VERY IMPORTANT PEOPLE (VIPS)

Though Omikron is populated by millions of people, there are only a few with whom you need to be acquainted. These VIPs play many roles: They can provide information and exposition. Many give you essential objects or supplies. Most offer clues, leads, and answer your questions. Some are only spoken of by others, but you must be familiar with their names and deeds. Most, but not all, of these characters have names, but either way you must know them when you see them.

Omikron's cast includes:

TELIS

Kay'l's wife is one of the first people you'll encounter. She offers considerable backstory and advice at a time when you most need it. She also gives you your first weapon and, later, a talisman that soon proves vital.

TAREK

Tarek is a fellow Investigating Agent who was friends with Kay'l. You meet him in his office (Level -1, green) at Security HQ. Go to him when you need some friendly advice.

BOOG

This jolly Internal Affairs officer (Level -1, blue) has a fondness for pornography and a very healthy sense of gratitude. If you give him a nice gift, he'll return the favor with an all-access pass to Security HQ.

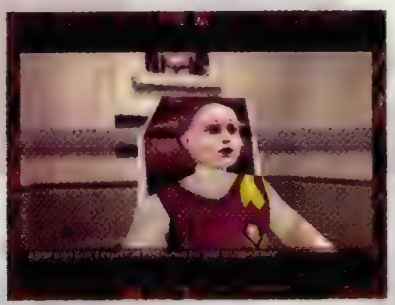
SORK

This fellow Investigating Agent didn't like Kay'l or Den very much. Needless to say, he's disappointed to see Kay'l again. You can find Sork on Security HQ Level -2, yellow.

DEN

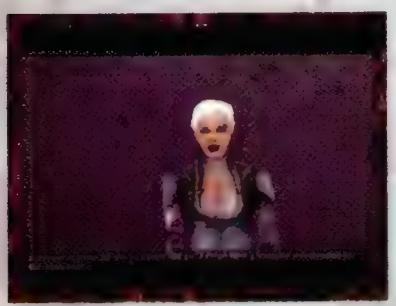
You'll never have the pleasure of meeting Kay'l's partner, because he was mutilated by a demon before your arrival. However, be sure to visit his office and his home once you're able.

CAPTAIN LEA



Kay'l's superior officer is no-nonsense, but she's very susceptible to sedatives. She'll give you a busywork assignment that turns out to be your entry into the Omikron underground. Captain Lea can be found on Security HQ Level -4, green.

JENNA

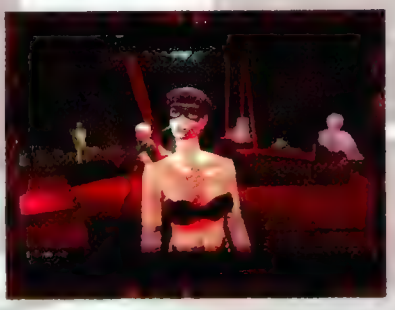


This comely pilot may or may not be a high-ranking officer in the Omikronian resistance, the Awakened. Even if you think she's guilty of the crime of which she's accused, tell her you believe in her and report this to your boss. You first meet her in the Security HQ Detention Cells (Level -3, red), but she pops up constantly.

CAMIR

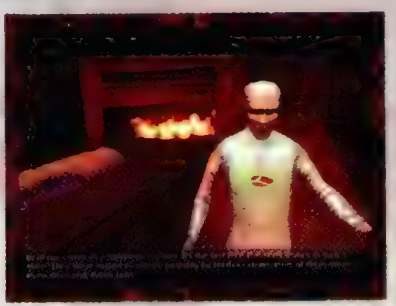
A grease monkey with frustrated ambitions to be an Investigating Agent, Camir's a bit too fond of beer and a bit too free in offering strangers run of his Maintenance Workshop on Level -5 of the Security HQ (blue).

ANISSA



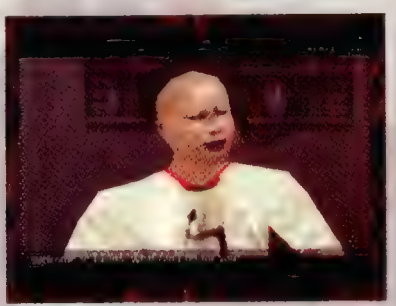
This stripper had the bad fortune to witness one of the demons at work. Kay'l must visit this crucial witness at her place of employment in Aka's Bar in Qalisar. She'll have several items that will propel your investigation.

MEDITECH YUDIN



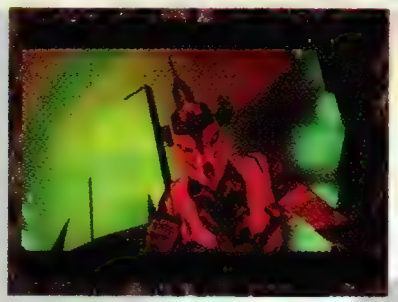
Once you've viewed the files in the Archives, you discover that Den's body is being kept at the morgue. Go there to meet with Meditech Yudin, who is at a loss to explain Den and another victim's gruesome deaths.

FU-AN



Tarek advises you to visit this merchant in Qalisar to access the contents of Den's damaged Sneak. Look for his shop on the farthest end of Qalisar Boulevard. It'll run you a bunch of Seteks for the delicate electronic surgery, but it's worth it.

COMMANDANT GANDHAR



You never meet the honorable commandant in his human form. Your only contact with Kay'l's ultimate superior is in his giant lobster-demon form near the end of Act 1. You must kill him with the Power Rod to close the transfer portal between Omikron and our world.

LEGATEE RESHEV

This kindly looking autocrat is the leader of all Omikron. He is, however, below the authority of the supercomputer, Ix, that really runs things. Your only contact with Reshev comes as he presides over the Sha'armet Tournament in Qalisar. His face, however, is everywhere. And he loves you all.

IX

Ix is the supercomputer that runs everything in Omikron from the weather to the laws on childbirth. A computer can't be evil, can it?

LOETA'R

This slimy Sneak runner owns a bar in the northeast portion of Anekbah. Kneecap his operation and you'll get some much needed funding for your adventure. It's not exactly police procedure, but at least you're fighting crime. Find him behind his bar.

YOB

The Taar Master of the Awakened, Yob is your first contact upon your arrival in Jaunpur. Let him take you to the secret entrance of the Awakened base and take advantage of his training sessions whenever you can. Look for him in the temple in Jaunpur.

DAKOBAH

Dakobah is the human leader of the Awakened. Answering only to Boz, this holyman-turned-revolutionary is passionate about his cause. Take his assignments and instructions, listen to his advice, and partake of his extensive library and you'll go far in the insurgency business. Meet the man in his cell in the Awakened base in Jaunpur.

NAMTAR

Namtar is your direct commander in your assignments with the Awakened. Report to him frequently and he'll give you every opportunity to serve the Awakened and earn their trust. Find him in his cell in the Awakened base.

KRILL

Though surly and rough to the core, the Awakened's demolitions expert is a dedicated fighter. (At least he seems to be.) Fortunately, you'll only need to consult him on your first mission. After that, you can speak to him as you desire. He can be found in his cell in the Awakened base in Jaunpur.

SOKS

This little robot runs the quartermaster's office on the lower level of the Awakened base in Jaunpur. See him when you need supplies for your missions. You can also consult him about the comings and goings of your fellow revolutionaries—he's a bit of a busybody.

MESHKA'N

This mystical man is a member of the Awakened; he has the ability to predict the future. Seek his advice or, if you can afford the Magic Rings, let him tell you your future.

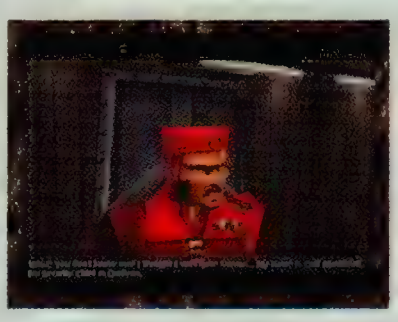
BOZ

Consult your notes for the entire fantastical tale of the being known as "Boz." Once an ordinary man, this leader of the Awakened had himself uploaded onto the Multiplan system, where he exists as a "Virtual Being." His sole mission in life is to rescue Omikron from its demon infestation and overthrow the cloyingly oppressive rule of Reshev and Ix. A meeting with Boz is arranged in his old home in Jaunpur at the end of Act 2.

QAZEF

A former soldier for the Tetra Trust, this shady character runs a gun shop in Jaunpur, near the Anekbah Gate. He is the only one who knows where the secret entrance to the Tetra factory is. But he isn't telling. You can sway him, however, with either feminine wiles or a powerful Truth Spell.

MASHROUD



As the bloodthirsty head of the Omikron Security Force, Mashroud is a master of torture and intimidation. The last thing you want is to find yourself in one of his prisons, awaiting questioning. Unfortunately, that's where you'll meet him after your successful raid of the Tetra factory in Jaunpur.

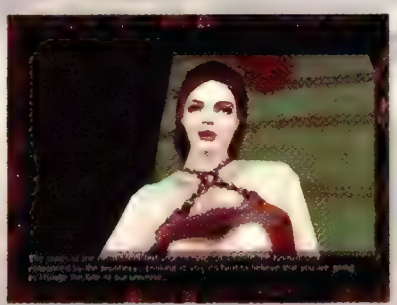
PROFESSOR

This elderly academic quietly minds his own business in the upper level of the Lahoreh library. He, however, has something you need: a Tradutech (translator). He'll lend it to you if you do him a favor.

KIWAN

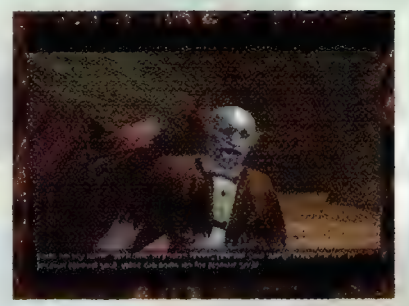
As the ancient guardian of Hamestaga'n, this wizard's mummy lies in a tomb in the center of Jahangir Park. Revive him with a Resurrection Spell (Jinpan Feather and Drops of Shadow). He's not too happy about it, but he opens the way to Hamestaga'n nevertheless.

SOYINKA



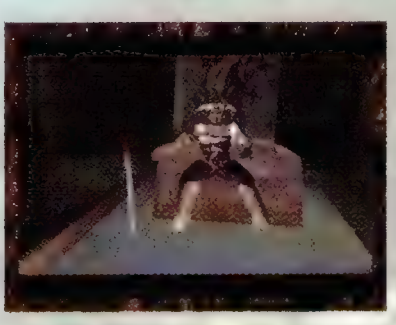
Soyinka is the goddess-queen of Mayere'm, and, fortunately, she sees that you are truly the Nomad Soul of the prophecy. As such, she aids you in your quest for Hamestaga'n and imparts yet more history. She also grants you the use of one of her Shams for the long trip.

FODO



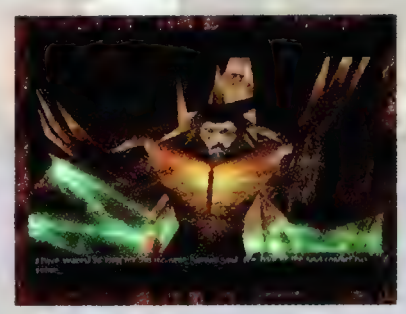
This Azkeel inhabitant of Mayere'm runs the Sham ranch beneath the city. He is honored to assist the legendary Nomad Soul but cannot get around the Shams' unwillingness to accept an unfamiliar rider. Well, his body looks like it would fit well enough.

KUSHULAI'N



The great hero of the Cobalt Wars, Kushulai'n has lived in eternal exile for thousands of years since his failure to slay the demon Astaroth. He waits on his temporal island for the Nomad Soul to arrive, take his magical sword, and do what he could not.

ASTAROTH



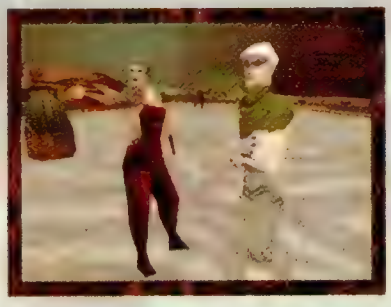
This evil being is behind the demon infestation of Omikron, and he is just drooling to devour your juicy soul. As the prophesied Nomad Soul, you are destined to face Astaroth. If you fail to defeat him, not only will your soul be lost in eternal torment, but Astaroth will reign over the universe unchallenged for another million years.

SHOPKEEPERS

Various stores serve you in your journey, and most of these are manned by shopkeepers whose job it is to sell you the supplies you'll need to stay alive and well armed.

Note that a few of these shopkeepers have more to say than "Can I help you?" so talk to them whenever you get the chance.

FOLKS IN THE STREET (FITS)



You may notice that the folks in the street all seem to look alike. That's because many of them do; modern life has that effect. Just because they're anonymous rabble, however, doesn't mean they have nothing to offer you. Whenever you see FITS resting on a bench or otherwise immobile, have a word with them. You never know what they'll tell you.

5

ACT 1, PAR
ANEK

OVERVIEW

SCENES

- The Invitation
- Exiting the Alley
- Finding Kay'l's Apartment
- Getting the Sleeping Drug
- Security Headquarters
- The Jenna Matter
- The Archives
- Lunch with Telis
- Supermarket Holdup
- The Morgue
- Arresting Loeta'r
- Entering Qalisar

IMPORTANT ITEMS

- Large Medikit
- Medium Medikit
- Small Medikit
- Magic Rings
- Kay'l's Apartment Key
- Can of Kloops Beer
- Koopy Food
- Waver Gun
- Kay'l's Small Key
- Kay'l's Police Badge
- Sleeping Pill Prescription
- Sleeping Drug
- Cup of Koil
- Flyer for the Sha'armet Tournament
- Ancient Scroll
- Jenna's Apartment Key
- Jenna 712 Detention Dossier
- Mission Order Jenna 712
- Jenna's Small Key
- Jenna's Note
- Propaganda Document
- Decagun
- Captain Lea's Police Badge
- Camir's Key
- Omikron Police Memo—Archives
- OX2600 Receiver Kit
- Mecaguard Specifications
- Telis's Talisman
- Medium Medikit
- Mana Potion
- Surgical Instrument
- Corpse Sample
- Den's Sneak

INHABITABLE CHARACTERS

- Betsy (in the drugstore)
- Kai'a (in the bookshop—Tahira Street east side)
- Jorg (in gun shop—northeast corner)
- Samyaz'a (in the restaurant—north)

NON-PLAYER CHARACTERS

- Telis
- Den (deceased)
- Tarek
- Boog
- Sork
- Captain Lea
- Jenna
- Camir

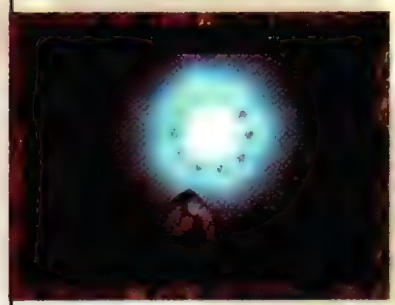
- Meditech Yudin
- Loeta'r

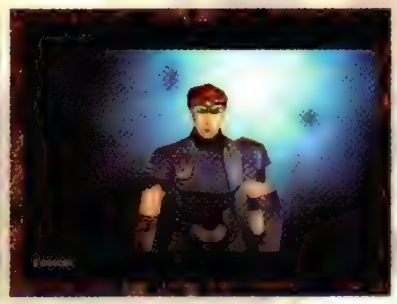
SAVE POINTS

- Kay'l's Kitchen
- Kay'l's Office (Security HQ, Level -2)
- Detention Cells (Security HQ, Level -3)
- Maintenance Workshop (Security HQ, Level -5)
- Surveillance Room Storeroom (Security HQ, Level -4)
- Archive Room (Security HQ, Level -3)
- Restaurant on Tahira Street
- Morgue

WALKTHROUGH

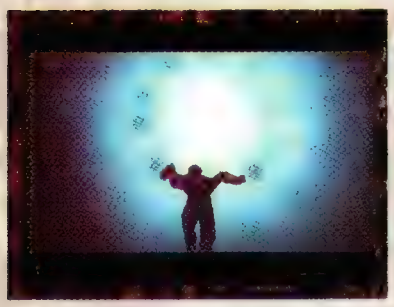
THE INVITATION

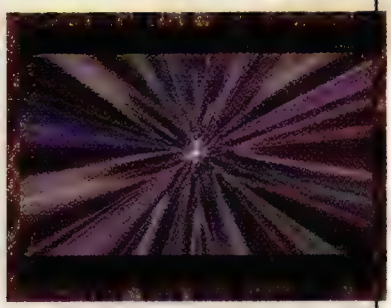




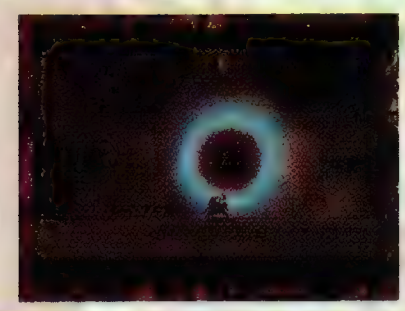
"I HAVE MANY THINGS TO TELL YOU AND VERY LITTLE TIME. MY NAME IS KAY'L. I COME FROM A UNIVERSE PARALLEL TO YOURS. MY WORLD NEEDS YOUR HELP; YOU'RE THE ONLY ONE WHO CAN SAVE US. I SUCCEEDED IN OPENING A BREACH BETWEEN MY WORLD AND YOURS. THROUGH YOUR COMPUTER, YOU CAN ENTER OUR WORLD AND HELP US. BUT IN ORDER TO DO THIS, YOU MUST TRANSFER YOUR SOUL INTO MY BODY. DO YOU ACCEPT? HURRY, THERE ISN'T MUCH TIME.

"I KNEW I COULD COUNT ON YOU. NOW YOU MUST CONCENTRATE...YOU'VE DONE IT. NOW YOUR SOUL OCCUPIES MY BODY. THIS IS THE LAST TIME THAT WE'LL BE ABLE TO SPEAK TOGETHER. ONCE YOU'VE CROSSED THE BREACH, YOU'LL BE ON YOUR OWN. I WILL TAKE OVER MY BODY WHEN YOU LEAVE THE GAME AND HOLD YOUR PLACE FOR YOU UNTIL YOU RETURN.





"THAT'S IT. YOU'RE READY. BUT REMEMBER, ONCE YOU'VE CROSSED THE BREACH, YOU'RE ON YOUR OWN. THERE'S NO SAVING AND GOING BACK IF YOU GET INTO TROUBLE. YOU ARE ENTERING A REAL WORLD. IF YOU MAKE MISTAKES, YOU'LL JUST HAVE TO ACCEPT THE CONSEQUENCES. NOW LISTEN CAREFULLY. TO BEGIN YOUR INVESTIGATION, GO FIRST TO MY APARTMENT. THERE'S NO MORE TIME TO TALK; YOU MUST CROSS THE BREACH BEFORE IT CLOSES. OH, AND ONE MORE THING...BE CAREFUL WITH MY BODY—IT'S THE ONLY ONE I'VE GOT!"



WITH THIS GREETING, YOU ARE WHISKED TO THE CITY OF OMIKRON, A CITY AND REALITY IN WHICH YOU MUST LEARN THE RULES AND CUSTOMS AS IF YOUR LIFE DEPENDED ON IT...BECAUSE IT DOES.

EXITING THE ALLEY

BEFORE MOVING, ACQUAINT YOURSELF WITH YOUR SNEAK (CONSULT YOUR GAME MANUAL FOR DETAILS). WHENEVER YOU ACCESS THE SNEAK, YOU WILL IMMEDIATELY GO TO THE INVENTORY SCREEN. AT THIS POINT, YOU'LL HAVE TWO ITEMS LISTED: KAY'L'S APARTMENT KEY AND AN MK400 NOTICE. EXAMINE EACH.

MK400 Notice

Congratulations! You have just acquired the latest Khonsu-designed Sneak, the fabulous MK400! Thanks to the latest molecular disassembly technology, the MK400 enables you to transport up to 18 different objects. For more than 18 objects, you can use your Virtual Locker on the Multiplan to swap objects between your locker and your Sneak.

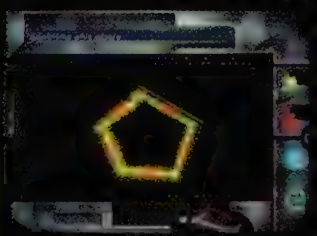
Thanks to its exclusive memorizing system, your Sneak will memorize any information that you will receive.

Attention: For reasons of security, objects using Waver technology (weapons and ammunitions, for example) cannot be transferred from one Sneak to another.

Now that you've examined the items in your inventory, find the passageway out of the alleyway; on-screen instructions will lead you in the right direction. Watch closely for an object on the ground—pick it up by pressing Action and put it into your inventory by pressing Action again.

Magic Ring

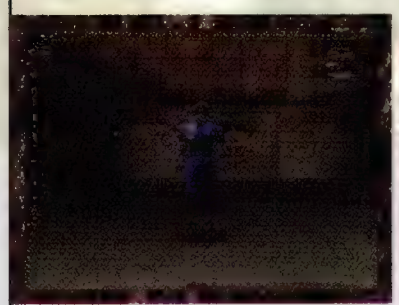
This ring and others like it are very valuable. Search out and hoard every one; they allow you to save games and seek advice. They are a currency of a sort, and they're in limited supply. There are more than you need if you know where to look. Fortunately, with this guide you know exactly where to look.



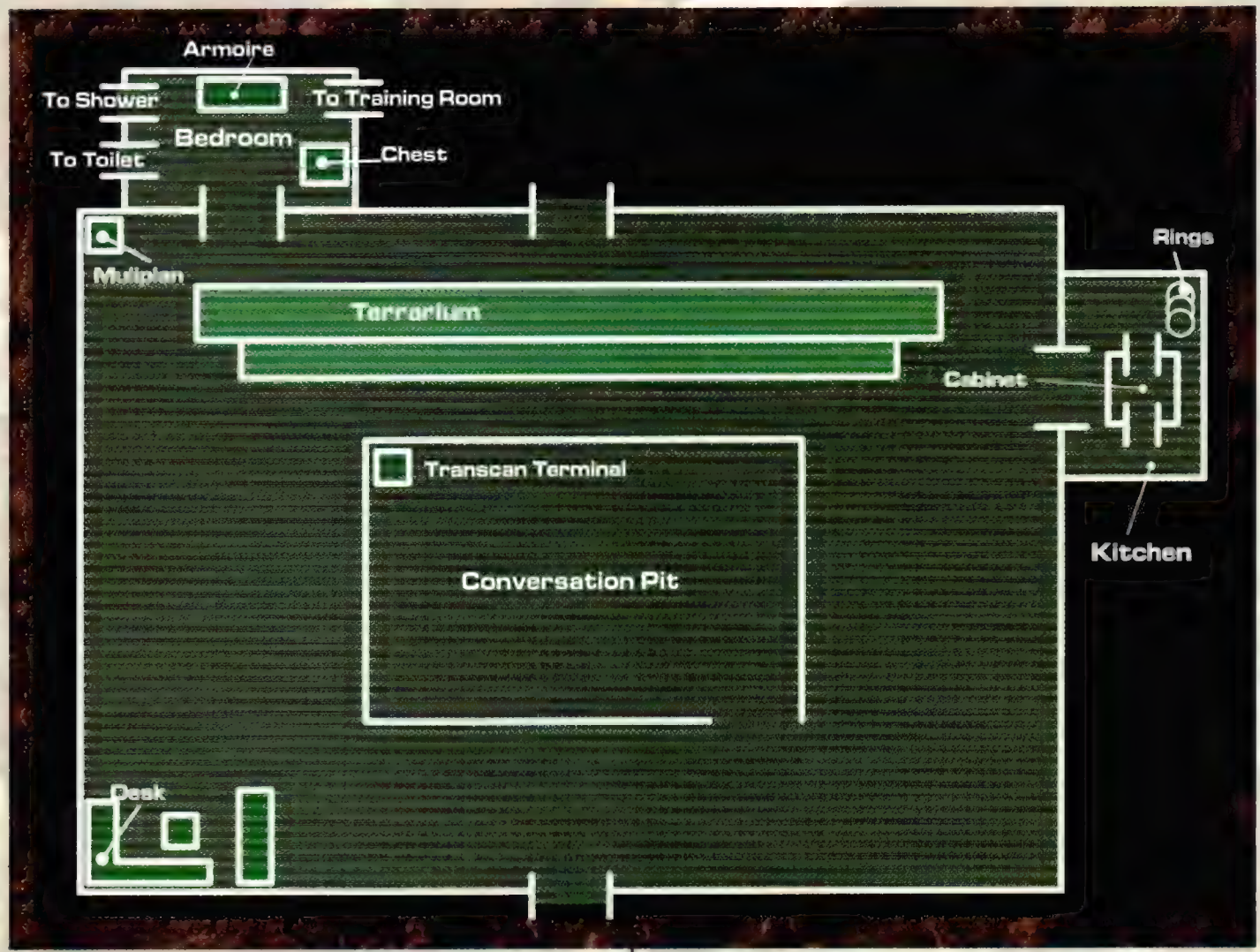
You emerge on a dark and rainy street corner in the city of Omikron in a section known as "Anekbah." As you leave the alley, the credits roll: Enjoy.

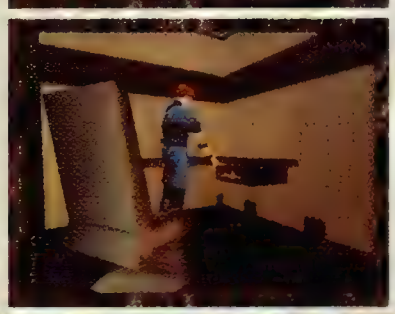
FINDING KAY'L'S APARTMENT

Once that's over, consult your Sneak and summon your vehicle (known as a "Slider"). Highlight the green C-shaped icon on the stack to the left and select Kay'l's apartment from the list on the right. Approach the Slider (watch out for oncoming traffic) and press Action to open the door and climb in. The Slider will drive you to your destination automatically.



Go through the large door (it opens automatically) and enter any of the two lifts. Face the control panel and access your Sneak. Select the apartment key and Use it—Kay'l will take out the key and put it in the slot. Ride the elevator upstairs to Kay'l's...er...your apartment.

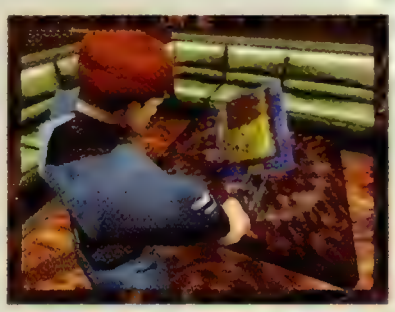


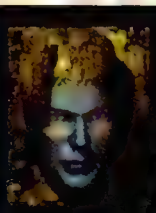


The apartment has several rooms and areas, all of which must be explored now. To your left is a desk; ahead is the living room. Along the wall on the opposite side of the room are your bedroom (leading to a shower and toilet), a training room, and a kitchen.

Turn left to find Kay'l's desk. Rifle through it (by approaching it and pressing Action) to find 500 Seteks (Omikronian currency).

Descend into the conversation pit for a document called a Ring Note. Press the switch on the Transcan Terminal for a taste of Omikron TV—scary, huh?





Ring Note

The rings of the art appear on the pilgrim's path. Only pure spirits can see them. They have two powers. The first is to freeze time. The second is to guide the seeker for right. He who wishes to survive must use them judiciously, for their number is limited.

Check out the art on the walls. Then, inspect the terrarium opposite the door. Inside, a lizard (called a "Koopy") paces in front of a small, metal key hanging from a wooden perch. A feeding hatch is on the left but is too far away from the key to be much help.

As you survey the room, you'll be overcome by a vision of a beautiful woman.

Turn right and go through the door to the kitchen. Turn right and left (moving around the room counterclockwise) to a cabinet on the side of the room's central pillar: it contains a can of Kloops Beer and a bowl of Pureed Cramen (food).

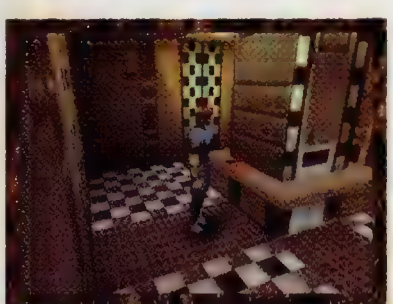
Can of Kloops Beer

While you may be tempted to chug this beverage, don't. You'll need it later to win the favor of the mechanic, Camir.

Bowl of Cramen

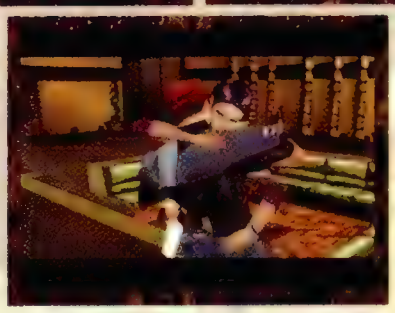
Cramen is a nutritious treat that bestows 20 points of Energy.

As you round the corner of the kitchen, you spy a trio of Rings floating in the air. Remember what the Ring Note said: the Rings allow you to save or get a tip if you're stuck. You must have Magic Rings in your possession to use the Save or Advice command.



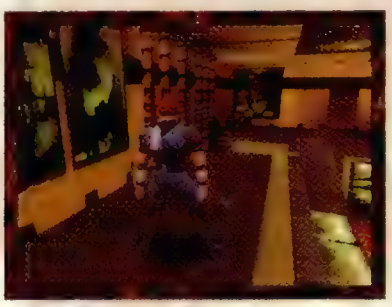
Pick up a copy of the *Omikron News* dated 11 Nadim 7216—only a few days ago.

In the cabinet on the other side of the central pillar, pocket a can of Koopy Food. Return to the living room.

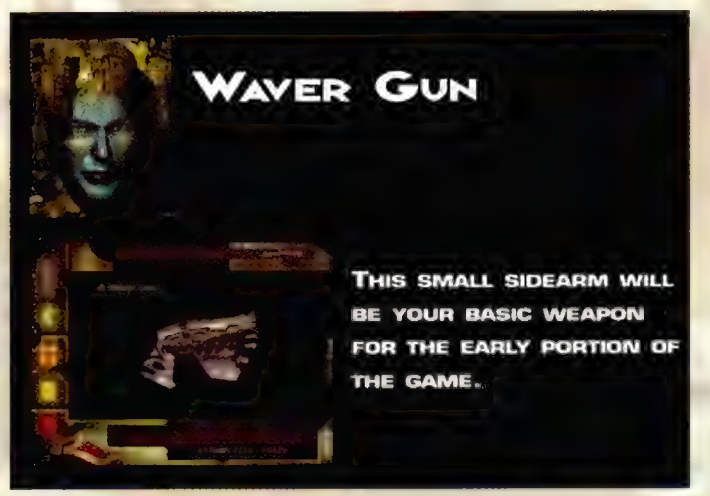


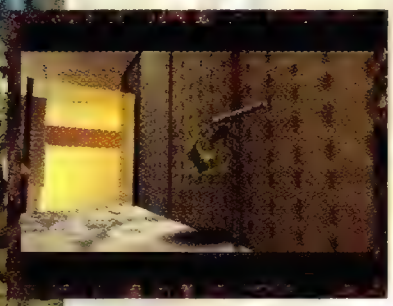
As you come out of the kitchen, a woman with a gun greets you. Quickly dawning recognition, however, causes her to drop the weapon and run to embrace you. Engage her in conversation any way you please (you'll get all the info no matter which questions you ask) to find out:

1. She is Telis, Kay'l's wife of three cycles (whatever a cycle is).
2. Kay'l is an Investigating Agent with the Omikron Police, stationed at the Security Headquarters.
3. Kay'l's been missing for four days. He went on an investigation and hasn't been heard from since.
4. His partner, Den, is also missing.
5. Kay'l seemed preoccupied in the days before he disappeared, indicating that "whatever happens, Good will win out over Evil."
6. Kay'l and Den had been spending a lot of time together in the evenings.
7. Telis feared that Kay'l had been arrested by something called the "Militia."



As Telis heads to the bedroom, pick up her dropped weapon, a small Waver Gun.

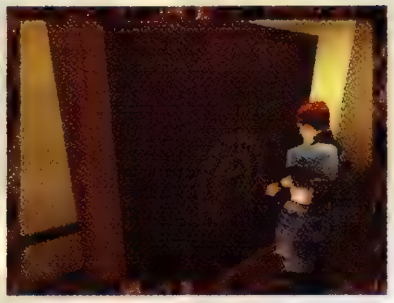




Approach the food tray on the terrarium and Use the Koopy Food. The happy and well-fed pet performs its only trick: it brings you the small key on the perch. Pocket Kay'l's Small Key and proceed to the bedroom.

Kay'l's Small Key

This key, hidden in the terrarium in Kay'l's apartment, opens a small box in Kay'l's Security HQ office. To get it, Use the Koopy Food on the terrarium's feeding hatch.



Telis emerges from the shower and settles down onto the bed—but you must attend to business before pleasure. The toilet and shower contain nothing of interest. The armoire on the wall opposite the door, however, houses Kay'l's Police Badge and a Large Medikit.

Kay'l's Police Badge

This item gives you access to Security Headquarters in general and Kay'l's office in particular. Keep this on you at all times. Examine it to add the address of Security Headquarters to your Slider's list of preprogrammed destinations.

Large Medikit

Large Medikits restore 100 points of Energy.

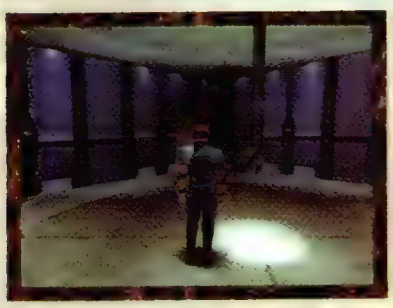
The chest along the next wall contains a Sleeping Pill Prescription.

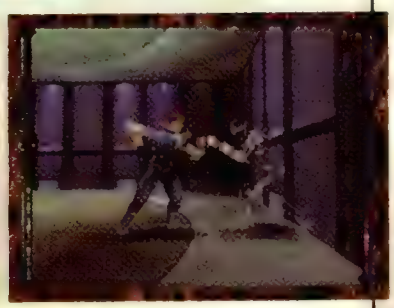
Sleeping Pill Prescription

Khonsu Pharmacy, Prescription. Indications: For insomnia and troubled sleep. Recommendations: Gives restful sleep in just a few seconds after ingestion. Solution to be diluted in liquid. To obtain this medication, just present this prescription at the Khonsu Pharmacy.

You will redeem this prescription at the drugstore across from the Security Headquarters before going to Kay'l's office.

Say good night to your wife by fulfilling your marital duty. Strange visions assault you as you drift off to sleep.

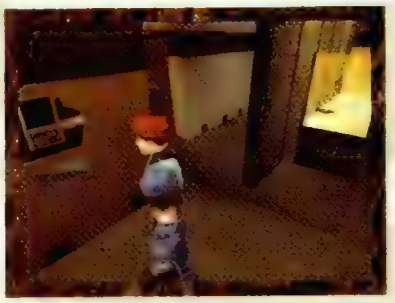




When it's all over, go through the door in your bedroom to the training room. To practice your hand-to-hand fighting skills, approach the terminal that lowers from the ceiling. Select a skill level and proceed to fight the computer-generated foe. No damage you receive will be real, so don't despair if you get your butt kicked at first. Practice basic fighting moves and any advanced moves you like (see Chapter 1). Once you see messages saying that you have reached your top potential in both Attacking and Dodging, you've finished your initial training.

Tip

You may continue practicing to reach higher proficiency levels.



Before you leave, visit the Multiplan terminal and read the Multiplan Notice.

Multiplan Notice

Welcome to your Multiplan Virtual Locker. This terminal allows you to store all the objects you don't want to keep in your Sneak. At any time and with any Multiplan terminal, you can transfer objects to and from your Sneak.

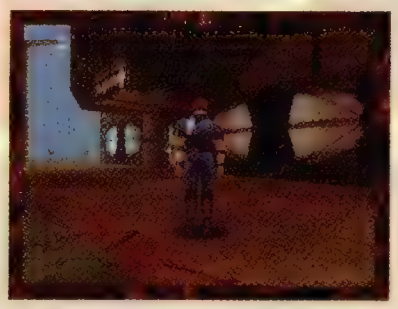
Tip

While in the Multiplan system, download the five Magic Rings and upload the Ring Note, the newspaper, and the MK400 Notice.

Leave the apartment via the elevator, return to the street, and Examine Kay'l's Police Badge to add the address of the Security HQ to your Slider interface. Summon your Slider and point it toward Security Headquarters.

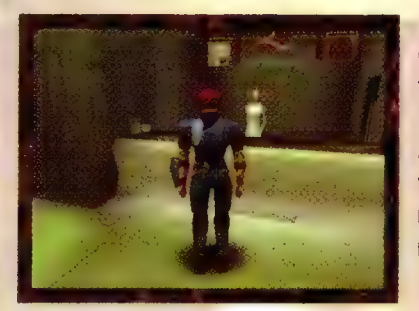
GETTING THE SLEEPING DRUG

The Slider dumps you off in front of the Security Headquarters, but you've an errand to run first. Turn around and carefully cross the street to the Drug Store via the entrance on the street side.

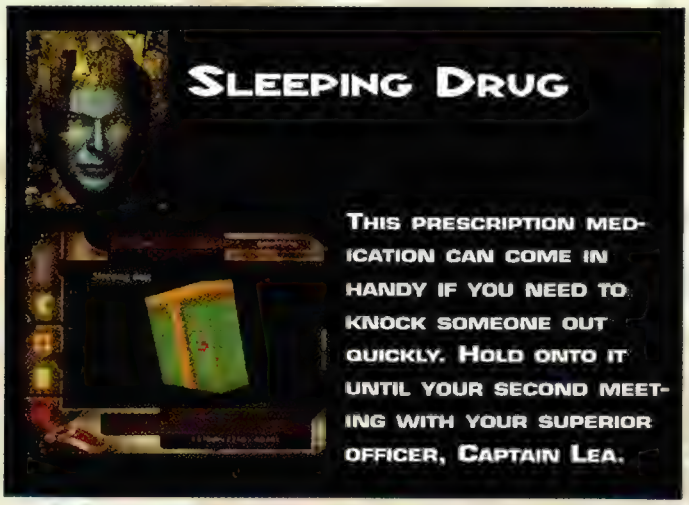


The Drug Store is one of several shops you will visit for supplies. In this case, you'll come here for Medikits of all sizes and prices. That's not, however, why you're here now.

Try to ignore the canned music and ads as you inspect the small store. A beautiful woman on your left is more than just some anonymous citizen; she is Betsy, one of seven inhabitable characters in this act (see Chapter 3).



Approach the counter and Use the Sleeping Pill Prescription. The attendant returns with a bottle of pills; be sure to pick it up before you leave.

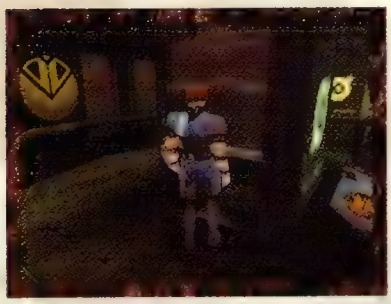


As you leave the drugstore, chat with some of the folks sitting on the benches nearby. Some will refuse to talk to you, but others will be more forthcoming. Their advice is randomly generated, so you'll often get repetitious responses. Just as often, however, you'll glean some useful information about the society in which you find yourself. Make a habit of doing this whenever you see citizens at rest on benches.

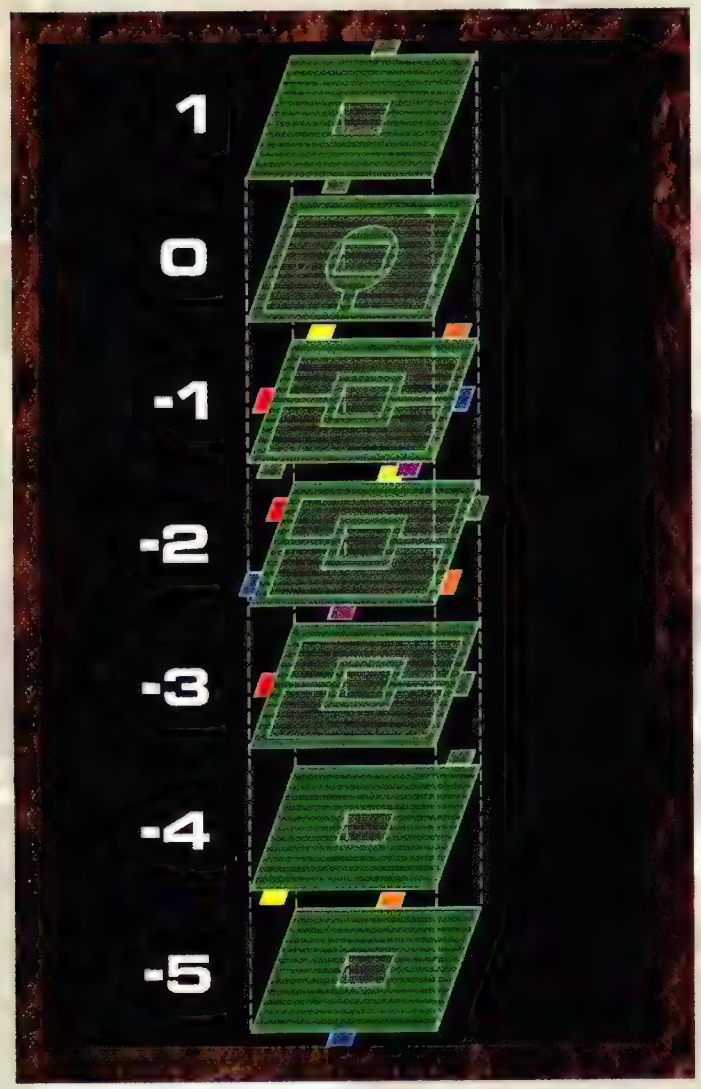
SECURITY HEADQUARTERS

Cross the street again to Security Headquarters. Pass through the first set of doors (guarded by an

automated Mecaguard) and Use Kay'l's Police Badge to open the second, locked door.



Walk right by the Mecaguard stationed at the elevator stack and go either left or right to an elevator. Step inside as the door opens and wait for Kay'l to turn around to face the door. Press Action to see the elevator's control panel—the floor layout is:



Level 1: Commandant Gandhar's Office
Level 0: Ground Floor, HQ Entrance
Level -1: Rest Room (yellow) and Agent Offices—Tarek (green), Boog (blue), Shamet (red), Vode'm (orange), Grezz (purple)
Level -2: Agent Offices—Kay'l (blue), Den (red), Maar (green), Sork (yellow), Yodim (orange), and Paxir (purple)
Level -3: Detention Cells (red) and Archive Room (green)
Level -4: Surveillance Room (yellow) and Captain Lea's Office (green)
Level -5: Maintenance Workshop (blue) and Ventilator Room (orange)

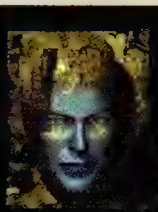
Start with the Agent Offices on Level -1.

Find the green door and go visit Kay'l's friend, Tarek. In your conversation with him, you discover:

1. Kay'l and Den disappeared at the same time. When Den's body was found, you were assumed to have been killed too.
2. Den's body had been found torn to pieces "as if by some wild animal."
3. To find out what case Den and Kay'l were investigating, you can check on Kay'l's computer terminal in his office.
4. You can open Den's office only with Den's badge.
5. Classified documents are kept in the Archives (on Level -3). Only Commandant Gandhar and Captain Lea have the access codes.
6. Sork (whom you'll meet in a moment) "rejoiced" at the news of Kay'l's disappearance.

Go through the blue door to meet Agent Boog of Internal Affairs. You can chat him up, but you don't have much to say to each other...yet. Look around his office, however, and note his penchant for borderline pornographic wall hangings.

Enter the yellow door to check out the Break Room (called the "Rest Room" on the elevator). Pick up the memo on the table.



Memo: Dossier Classification

Memo no. 118 492 285 842
647b: Dossier Classification in Archives
Dossier Classification

Investigating Agents are reminded that:

- **Dossiers for closed cases must be transmitted for storage to the Archive Department on Level -3.**
- **Agents are forbidden to consult dossiers marked "Confidential." Only Captain Lea and Commandant Gandhar are authorized to consult these dossiers.**

Go to the vending machine. Use these machines to buy food items that can enhance your Energy level. Now, however, buy a cup of Koil, but don't drink it.

Cup of Koil

This beverage is quite healthful in itself, but it can be downright relaxing with a bit of Sleeping Drug added. You might need to combine this item with your filled prescription to knock someone out soon. Be prepared.

Go back to the elevator and go to Level -2. Look first for the orange door. Enter to find an empty office. Swipe the flyer on the desk and open the cabinet to find a Suspicious-Looking Droot Salad.

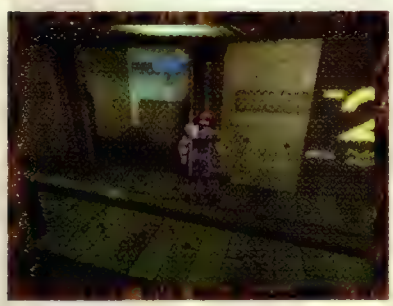
Flyer for the Sha'armet Tournament

Come and test yourself against the finest fighters in Omikron in the famous Sha'armet Tournament, the toughest test in Omikron!

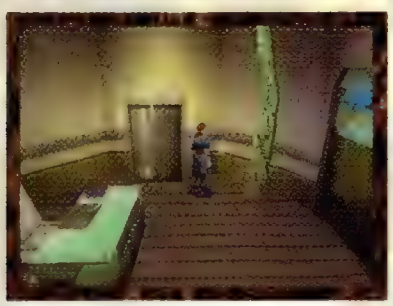
All gamblers come with their Seteks to the biggest underground combat tournament in the city.

You have nothing to lose but your life, but you can win thousands of Seteks—so what are you waiting for? To get into the Arena, go to the Xam Store in Qalisar and ask for a Meca-Lamp battery.

Finally, rifle through the desk drawers for a Magic Ring.

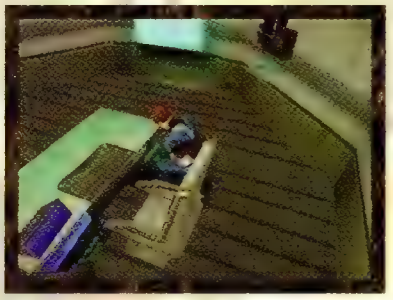


Approach the control box by the blue door to Kay'l's office and Use his badge to gain access.

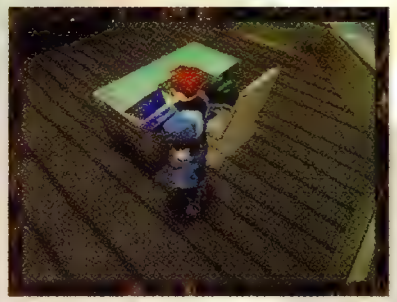


Three Rings float in the corner.

Start by opening the cabinet to the right of the desk. Add a Small Medikit to your Sneak. The wooden box here is locked; Use Kay'l's Small Key on it to crack it open. Inside you find an Ancient Scroll.



In the drawer on the right side of the desk, swipe 100 Seteks.



Boot up the computer to access Kay'l's dossiers:

1. **Armed Robbery, 15 Nevod 7216. City of Omikron v. Azel 223.** A certain Azel 223 appeared armed with a Waver at the counter of the Sex Shop located at 2142 Vedar Street, Qalisar. The vendor immediately activated the security system. Mecaguard No. 95121 from patrol 19 appeared 1.371 minutes later and opened fire on the accused, wounding him seriously. He nevertheless managed to make a getaway. The delinquent was immediately listed as wanted. CASE UNSOLVED.
2. **Offenses against the Legatee, 03 Faswat 7216. City of Omikron v. Yomir 487.** One of Yomir 487's fellow workers has anonymously declared that in the course of an evening spent in a bar with the accused, Yomir 487 publicly insulted our enlightened leader, Legatee Angus Reshev. He is reported to have said: "Reshev is a bastard." The fact that the accused was drunk at the time is not an extenuating circumstance. He was given a life sentence. CASE CLOSED.
3. **Pickpocketing, 21 Faswat 7216. City of Omikron v. Kary 962.** The culprit was caught in the act while prowling through the district of Qalisar. Agents Den 415 and Kay'l 669 questioned Kary 962 and proceeded to arrest him. The prisoner was sentenced to be recycled. CASE CLOSED.
4. **Swindling, 10 Xenep 7216. City of Omikron v. X.** A warehouse containing Sneaks and contraband items was discovered in Zone 11 of Anekbah. The Sneaks were marked with a false Khonsu symbol as well as a false authorization number. The investigation proved that Loeta'r 442, bartender in Anekbah's Zone 52, is guilty. His bar is in the heart of the Sneak smuggling scene. There is an order to arrest him. Attention: All agents are informed that the guilty party is dangerous and probably armed. CASE UNSOLVED.
5. **Unexplained series of murders, 42 Qared 7216. City of Omikron v. X.** The body of a certain Maya 121 was found in an alleyway of Anekbah. This new victim is the 15th in less than two weeks: all the bodies were horribly mutilated, and the victims had all disappeared four days before their bodies were found. DOSSIER CLASSIFIED CONFIDENTIAL—ACCESS DENIED.

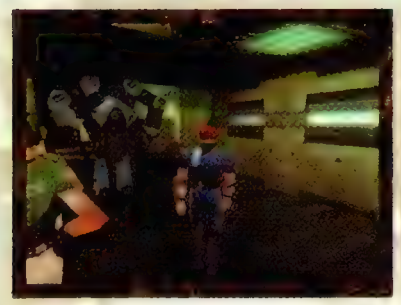
Tip

Save now.

Return to the hall. Check out Den's door (the red one). It's locked.

Go to the yellow door to have a chat with Sork. Don't worry if he kicks you out of his office; you won't learn much from him other than that Sork thinks Den and Kay'l are "on the take" and doesn't like either of them very much.

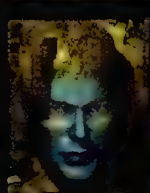
As you head back to the elevator, you will be summoned to Captain Lea's office.



Descend to Level -4 and find the green door. Walk by the guards and the hulking Meca and meet with Kay'l's boss. The meeting does not go well; from it, you learn:

1. Commandant Gandhar has ordered you off your murder case.
2. You are under suspicion in Den's death.

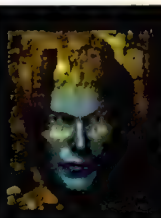
Captain Lea gives you a new assignment in the interim. You are to interrogate a prisoner and report to her your findings. She presents you with three items: Mission Order Jenna 712, Jenna 712 Detention Dossier, and Jenna's Apartment Key. Be sure to pick them all up before you leave the office.



Mission Order Jenna 712

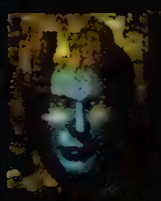
Orders: By order of Captain Lea, Investigating Agent Kay'l 669 has been authorized to access the Detention Cells to interrogate suspect Jenna 712.

Later, Use the Mission Order to get past the Detention Cells' guard.



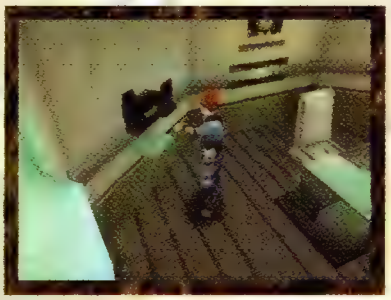
Jenna 712 Detention Dossier

Crime Squad Squadron 812
Dossier No. 92841
***Date:* 21 Melked 7216**
***Agent:* Kay'l 669**
***Case:* State of Omikron v. Jenna 712**
***Crime:* Element Jenna 712 is suspected of belonging to the terrorist sect "The Awakened" and of having acted on their behalf in sabotaging the Zone 4 Weather Center. The accused's name and Sneak number were found on the Multiplan terminal of the leader of the attack, a certain Karel 364, shot by Mecas during his arrest. A ZW04 Decagun was found in the accused's apartment at 524 Gaenan Street (Apt. #615).**
***Dossier:* Jenna 712 is being kept in detention. Intense cross-examination has been recommended in order to determine whether or not she is an active member of The Awakened.**



Jenna's Apartment Key

This key will get you into Jenna's pad. Once you've read her dossier, her address will be added to your Slider menu.



Go briefly to your office before departing to take care of business.

Tip

Deposit the following items into your Multiplan terminal: Jenna 712 Detention Dossier, the Ancient Scroll, flyer for the Sha'armet Tournament.

THE JENNA MATTER

Return to the street and summon your Slider to take you to Jenna's apartment. Enter the building and Use her key on one of the elevators.

Poke around Jenna's living room to find a Chokovat bar and an informative copy of the *Omikron News*.

Chokovat Bar

These tasty snacks are delicious and nutritious (you've heard the ads!). Chomp one down for five points of Energy.

Omikron News, 35 Nivat 7216

Awakened Bomb in Zone 7

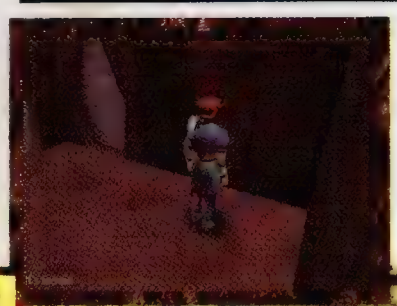
Yesterday at the fourth hour, a bomb exploded in front of Zone 7 HQ. The explosion caused extensive damage, but, fortunately, there were no victims. The sect of The Awakened claimed responsibility for this terrorist act. Once again, they are using violence to disturb the happiness of Omikron citizens with their seditious ideas.

Biography of the Enlightened Guide

The Ministry for Literature has announced the publication of a magnificent work devoted to the exemplary life of our beloved legatee, Angus Reshev. This book, *Biography of the Enlightened Guide*, retraces the steps of our leader and shepherd, who has devoted his life to the happiness of his fellow citizens.

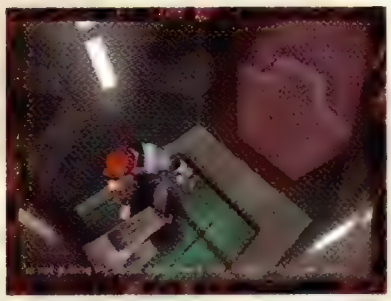
Landslide Victory for the Giants

Yesterday evening, the Giants won a massive home victory over the Jinpans with a score of 45 to 2. The match was described as "manly but fair."



Inspect the bedroom. All you find is a locked closet. The

TWO DOORS IN THE CORNER LEAD TO THE SHOWER (RIGHT) AND THE TOILET (LEFT).



THERE'S NOTHING IN THE SHOWER, SO CHECK OUT THE CAN. APPROACH THE BOWL AND PRESS ACTION TO RELUCTANTLY SEARCH IT. YOU FIND JENNA'S SMALL KEY.

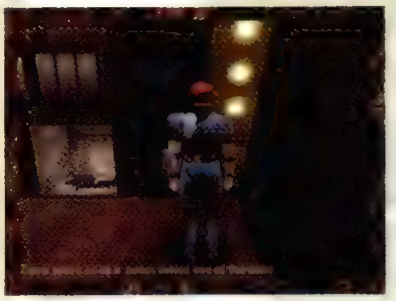
JENNA'S SMALL KEY

THIS KEY OPENS THE CLOSET IN JENNA'S BEDROOM.

RETURN TO THE BEDROOM AND APPROACH THE RIGHT SIDE OF THE LOCKED CLOSET. USE JENNA'S SMALL KEY AND THE CLOSET OPENS, REVEALING 20 SETEKS, A LARGE MEDIKIT, AND JENNA'S NOTE.

JENNA'S NOTE

IT SAYS: "FROM LIGHT, LIGHT COMES..."



GO BACK TO THE LIVING ROOM AND CHECK OUT THE *LIGHTS* (GET IT?) ON THE WALL (ACROSS THE ROOM, NOT NEXT TO THE BEDROOM DOOR). PRESS ACTION TO FIND A SECRET SWITCH AND PRESS ACTION AGAIN TO ACTIVATE THE SWITCH. A WALL PANEL RAISES, UNVEILING A DECAGUN AND A PROPAGANDA DOCUMENT.

PROPAGANDA DOCUMENT

PEOPLE OF OMIKRON, WAKE UP!

RESHEV'S GOVERNMENT IS CORRUPT. HE HAS MADE DEALS WITH THE TRUSTS IN ORDER TO MAKE HIMSELF RICHER AND RICHER. HE DEPRIVES US OF OUR LIBERTY, SUPPOSEDLY IN THE INTEREST OF OUR OWN HAPPINESS.

BUT WHAT GOOD IS HAPPINESS IF WE ARE NOT FREE TO THINK AND ACT?

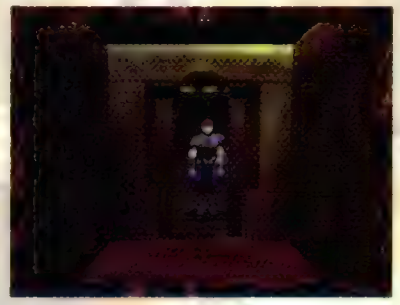
HUMANITY HAS BEEN PLACED IN THE CARE OF IX, A COMPUTER. POWER MUST RETURN TO FREELY CHOSEN HUMANS.

BEWARE OF THOSE WHO LULL YOU TO SLEEP IN ORDER TO CONTROL YOU BETTER. MEN ARE NOT PUPPETS TO BE MANIPULATED.

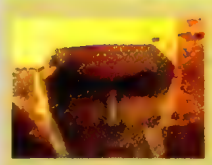
—THE AWAKENED

DECAGUN

DECAGUN IS A RAPID-FIRE WEAPON. IT IS MORE POWERFUL THAN YOUR WAVER, BUT IT TEARS THROUGH ITS AMMUNITION VERY QUICKLY. FIRE SHORT, CONTROLLED BURSTS.



Leave the apartment and return to HQ.



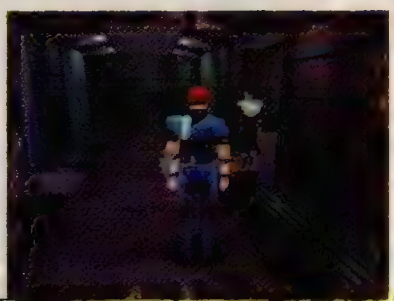
Tip

Deposit the newspaper, Propaganda Document, and Jenna's Note in the Multiplan.

Take the elevator to the Detention Cells on Level -3. Enter the red door and pause to pick up the Virtual Training Center Ad before chatting with the guard.

Virtual Training Center Ad

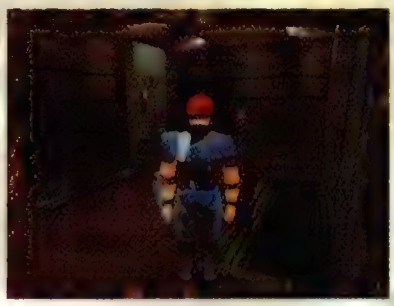
Come and test your limits at the Khonsu Virtual Training Center! With the help of a holographic simulator, you can practice shooting a virtual enemy. No risk, no danger! Come to let off steam and test your reflexes, alone or with friends. Virtual Training Centers are available in all the gun shops in Anekbah, Qalisar, Jaunpur, and Lahoreh. Price per session: five Seteks.



Chat with the Detention Guard who asks for your orders—Kay'l will automatically surrender them—and the guard will lead you to the prisoner. Follow him to the fourth cell on the right. Enter and speak to Jenna.

Jenna seems innocent enough. You learn that:

1. She's a cargo pilot for the Tetra Trust.
2. She met rebel leader Karel once but knows nothing about him. She gave him her address after a bar conversation—he must have kept it. She hasn't seen him since. She doesn't know how he got her Sneak number.
3. The Decagun was hers, but she claims it was for self-defense.
4. She only knows The Awakened from the papers; they're terrorists. She remembers that The Awakened say there are "demons in Omikron."
5. Her flight log supports her alibi, but there are no witnesses to verify this.
6. She says the Propaganda Document doesn't belong to her.



Finally, she asks you if you think she's guilty. No matter what you think, tell her you think she's innocent—it will pay off later. Take a right as you leave Jenna's cell and note a set of Rings.

As you leave the Detention Cells, Telis calls to you to go to lunch. No matter what you say, she talks you into it. You're to meet her at a restaurant on

Tahira Street. She'll wait, so take care of a few things first.

THE ARCHIVES

There are two ways to get into the Archives: an easy way and a hard way. The easy way will save you some time, but the hard way is more fun and gets you some handsome cash rewards to boot.

The best route: Follow the instructions for the easy way until you get Captain Lea's Police Badge (you also get some food and money in the process) and then begin the longer process (see "The Archives, Step 1 (Hard)" below).

THE ARCHIVES, STEP 1 (EASY)

Go to Captain Lea's office and give her your report (declare Jenna innocent).

Before you leave, she asks you to get her a cup of Koil. Access your Sneak and Use the Sleeping Drug on the cup of Koil you purchased earlier. Give the tainted cup to her by Using it.

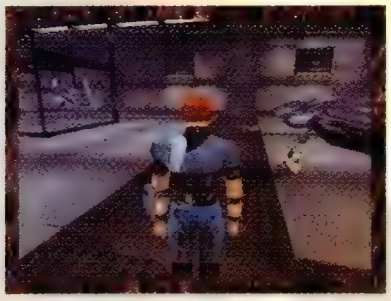
You watch as the drug takes effect instantly and Captain Lea face-plants on the desk.

Pilfer one of the cabinets for a Koopy Sandwich.

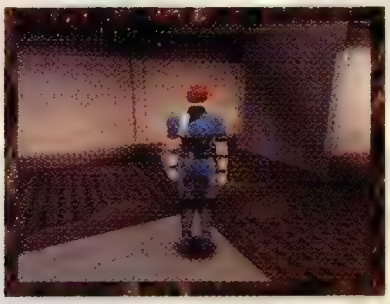
The captain's desk drawer holds 20 Seteks and Captain Lea's Police Badge (this is *not* going to look good on record!). Bid her adieu and prepare to access the Archives.

You may now either go the hard way (follow the next section) or go directly to the Archives (skip to the heading "The Archives, Step 2").

THE ARCHIVES, STEP 1 (HARD)

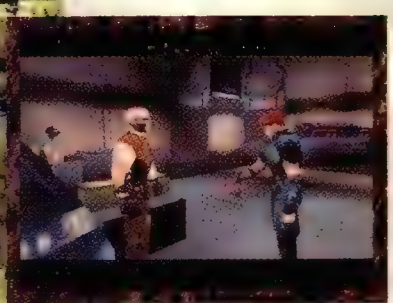


Descend to the Maintenance Workshop on Level -5 and go through the blue door into the Slider Repair Bay.

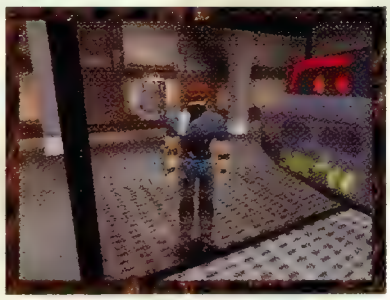


Note the Rings floating along one wall of the bay.

No one will talk to you except the big guy surrounded by empty beer cans. He's not very friendly and dismisses your attempts at conversation. Perhaps you have something that will soften him up.



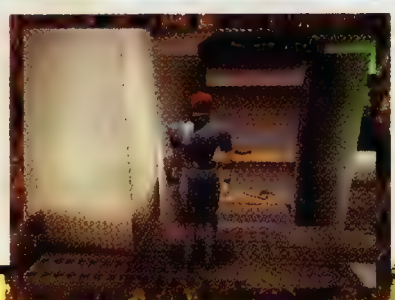
Face the mechanic and Use the can of Kloops Beer. As he gets chatty, you learn that his name is Camir. He invites you to look around as much as you want.



Take Camir up on his invitation by checking out his office, located on the opposite wall.

Note the Mecaguard schematic on the wall: it seems their command circuits are in their eyes. That might be useful.

The cabinet here is locked, but a handprint on the wall (to the left) disguises a secret compartment. Pinch Camir's Key from the hand safe and Use it on the locked cabinet.



Inside the cabinet, find an Omikron Police Memo and an OX2600 Receiver Kit. Take them both and

Swipe the Mecaguard Specifications from Camir's desk. Return to the Slider bay.

Omikron Police

Omikron Police
Crime Squad
Squadron 812
Memo No. 118 492 285 842 910e
Archiving Precious Objects

Investigating Agents are reminded that:
All sums of money confiscated from suspects must be deposited in the Confiscation Department, which stores them in the Archive Vault.

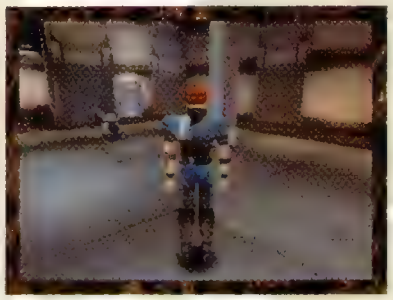
OX2600 Receiver Kit

This module plugs into the eye socket of a Mecaguard to allow you to control it from the Surveillance Room on Level -4. I wonder if this will come in handy?

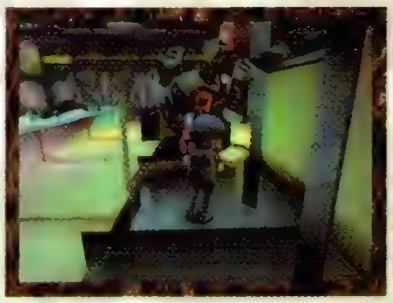
Mecaguard Specifications

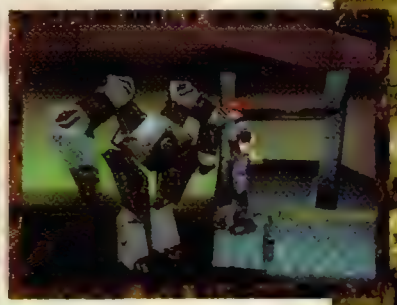
Technical Specifications
Mecaguard OX2600 Control Kit

Congratulations! You have just acquired an OX2600 Mecaguard Control Kit designed by Tetra Inc. This kit offers you remote control of a model 9 Mecaguard.
Place the kit on the middle eye of the Meca. You can then control him from a surveillance console model 75110-2446 A.X.

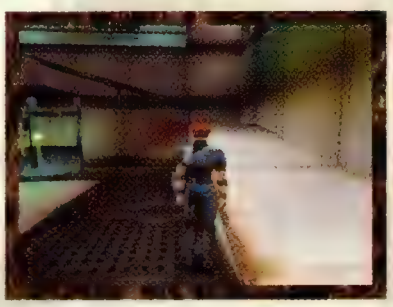


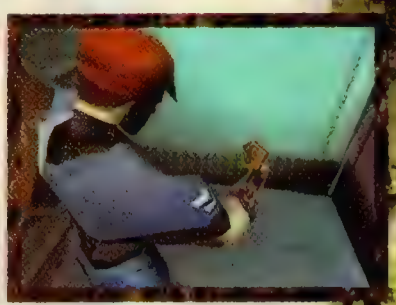
Go right as you exit Camir's office to find another door. Pass through the hall to the Mecaguard maintenance bay.





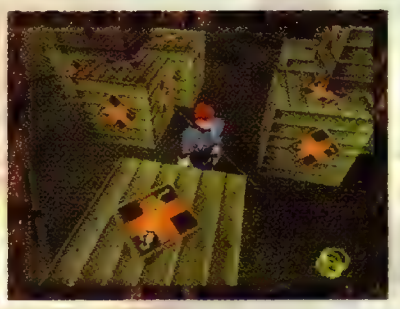
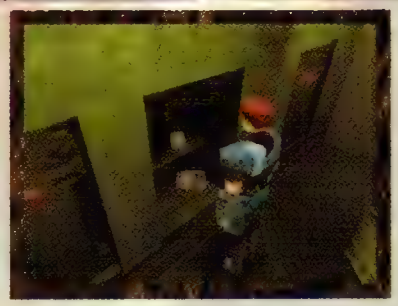
Mount the lift next to the unattended Mecaguard. Elevate it by pressing Action near the control panel. Use the OX2600 Receiver Kit while standing next to the Meca and the unit will be installed.





Go up the ramp next to the Meca. Go right at the top of the ramp and search in the second bay of boxes for two Magic Rings.

Drop the lift to floor level and go back to the Security Headquarters' main elevator. Rise to Level -4 and enter the yellow door (and the subsequent inner door) leading to the Surveillance Room.

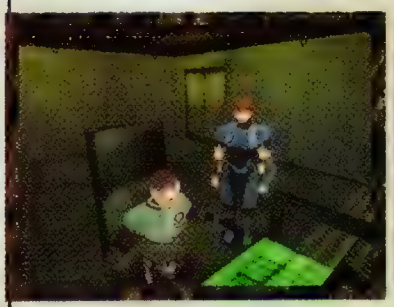
First, go right through a side door. Follow the short hall and go through another door into a storage room. Search for a trio of Rings (you'll use them momentarily). Inspect each of the lockers on the wall opposite the door. The two lockers on the left contain Decagun Ammunition, Double Waver Ammunition, and a Memo—Dossier Archives.

Memo—Dossier Archives

Crime Squad
Squadron 812
Memo No. 118 492 285 842 647b:
Dossier Classification in Archives
Dossier Classification
Investigating Agents are reminded that:

- **Dossiers for closed cases must be transmitted for storage to the Archive Department on Level -3.**
- **Agents are forbidden to consult dossiers marked "Confidential." Only Captain Lea and Commandant Gandhar are authorized to consult these dossiers.**

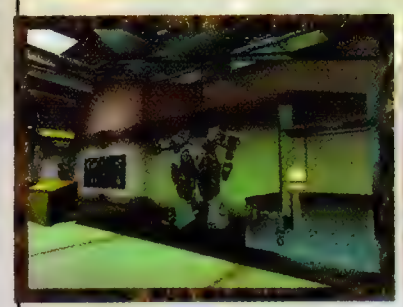
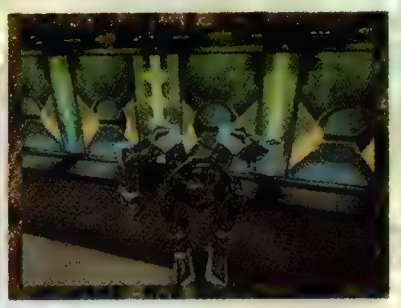
Return to the main Surveillance Room. Jog straight across to the other side door and go through to the control panel. Press Action near it and a compartment opens, revealing a fuse. Pry the fuse loose (by pressing Action again) and return to the Surveillance Room.



You return to find one of the techs banging on his console in fury; talk to him. Thinking his computer has broken down, he storms out of the room and leaves his terminal unattended. Return to the fuse room, replace the fuse, and seat yourself at this vacant terminal.

Tip

Save now.

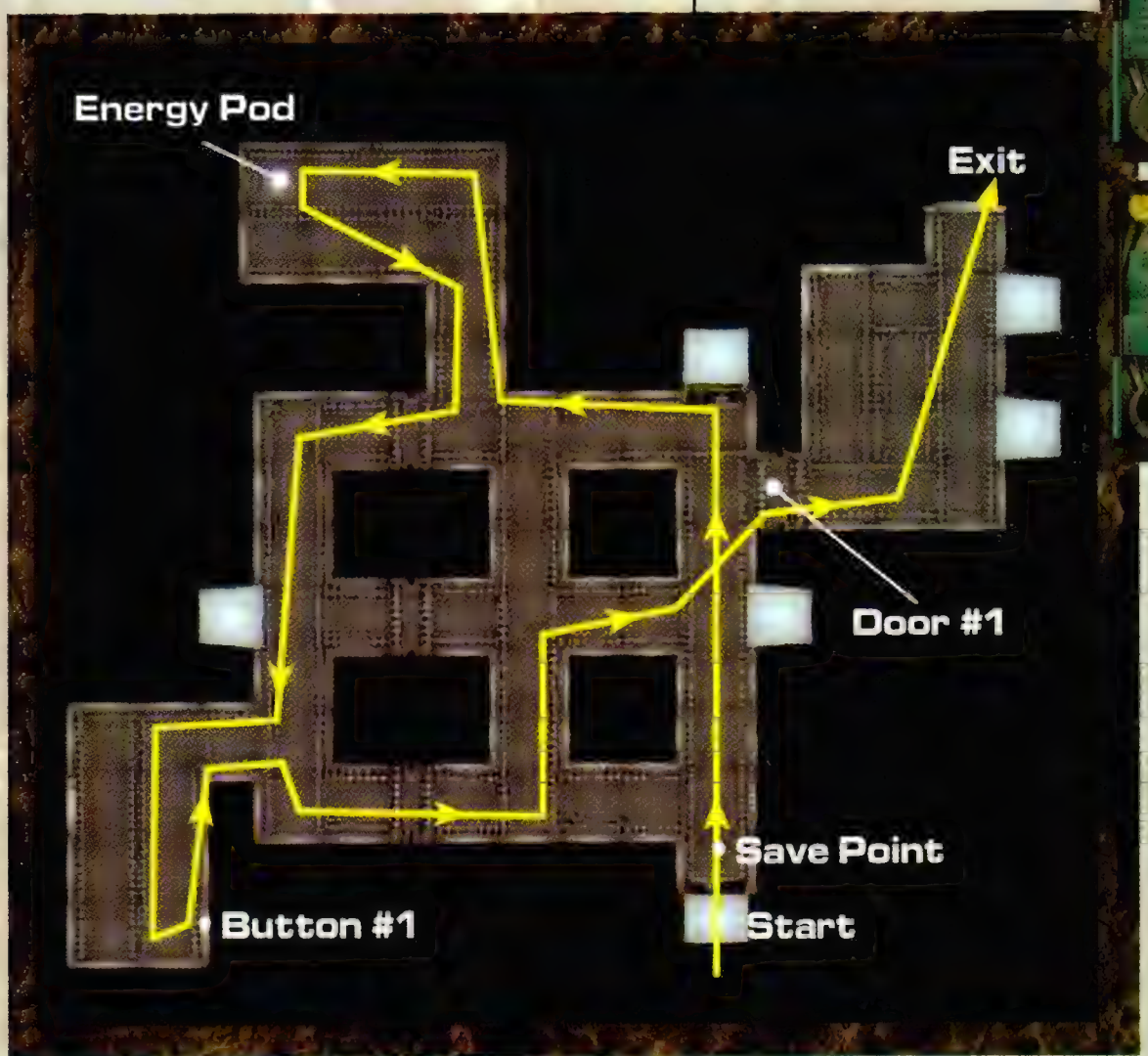



Press Action to assume control of the terminal. Highlight "1" on the keypad and press Action to activate your Mecaguard. You will see it from a third-person viewpoint as you walk it over to the bay of elevators along the wall to the right. Approach the

THIRD ELEVATOR FROM THE LEFT AND STEP INSIDE TO GO TO THE ARCHIVES LEVEL.

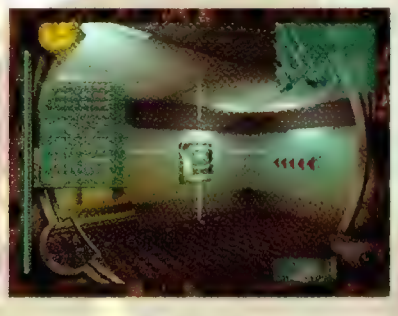
YOU'LL NEED TO DESTROY ALL OF THE MECAGUARDS IN THIS AREA TO GAIN FREE ACCESS TO THE ARCHIVES, SO BEGIN BY POUNDING THE MECA DIRECTLY IN FRONT OF THE ELEVATOR. NOTE THE RINGS JUST IN FRONT OF THE ELEVATOR—THEY INDICATE AN AUTO-SAVE POSITION. IF YOU DIE, YOU'LL START AGAIN FROM HERE.

GO STRAIGHT FROM THE ELEVATOR UNTIL YOU COME TO THE NORTH-EAST CORNER OF THE ROOM. BEWARE THE MANY DOORS; THEY ARE CLOSETS FROM WHICH MECA REINFORCEMENTS COME. NOTE THE DOOR TO THE RIGHT WITH RED ARROWS POINTING TO IT—THIS IS YOUR WAY TO THE ARCHIVES, BUT IT MUST BE UNLOCKED FIRST.



AT THE NORTH-EAST CORNER, GO LEFT. WHEN YOU COME TO A CLOSED DOOR, GO RIGHT TOWARD WALL MARKINGS INDICATING "AREA 2." KILL ANY MECAS IN AREA 2 AND LOOK FOR AN ILLUMINATED PLATE ON THE FLOOR (AN "ENERGY POD"); STEP ON IT ANY TIME TO UP YOUR ENERGY TO FULL. VISIT THE ENERGY POD OFTEN.

Leave Area 2 (south) and go through the gold doors on the right. As you enter, a Meca will pop out of the door ahead on the right.



Go toward the wall markings indicating "Area 1" and pulverize the Mecas guarding the switch to the door marked "1" on your map (the one with the red arrows around it). Approach the button and you'll see the locked doors open.

Refuel at the Energy Pod and go through the newly opened door ("1" on the map). As you enter the room, two Mecas emerge from the wall. Fight them from outside the door until both Mecas drop.

Enter the room and approach the door marked "Exit."

Pass through a red-illuminated hallway to another battle area. Rings indicate a new auto-save position. Turn right and take the first left.

Pass a hallway on your left to find a switch and a door, also on your left. Press the switch ("1") and enter the room to find a fully armed Meca and the first of two Energy Pods on this map.

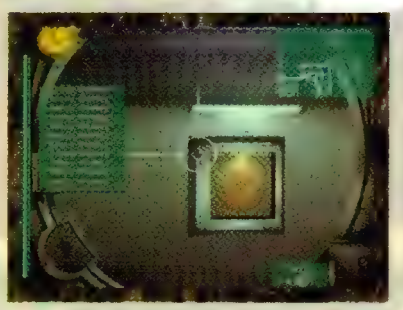
Back out of the room and turn left (back the way you came). Take the first right and then go right, left, and left into a dead-end hallway. At the end, a Meca guards the switch marked "2" on your map. This opens the Archive Vault (door "2"), but that won't concern you until you are done playing with your pet Mecaguard.

Go back to the starting point of this battle area, face west, and go through the door. Turn right, go to the end of the hall, and turn right again. Note the two side passages: as you come back through,

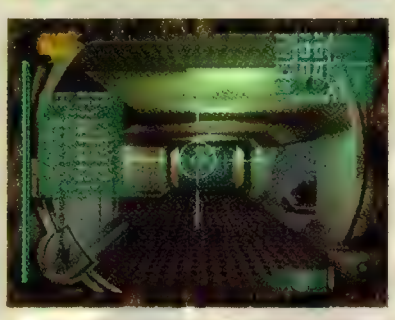
Button #4
Door #2
To Vault
To Archive
Foyer
Doors #3
Doors #4
Button #3
Energy Pod
Door #1
Energy Pod
Button #1
Button #2
Save Point
Start

Mecaguards will emerge from each. Step on the Energy Pod and press the button on the wall (button "3"). Retrace your steps to the starting door.

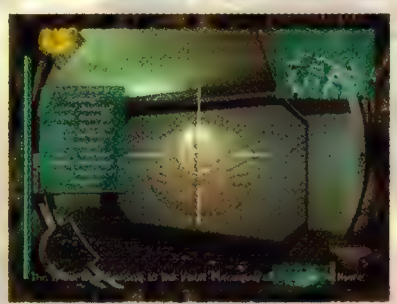
Go east from the starting door and turn left at the corner. Continue to the northeast corner of the map and go through either of the two open doors (marked "3" on the map).



Press the button marked "4" (on your map) to open the trio of doors to the west.



Head through the northernmost door to the west. Eliminate the Mecaguard opposition in this chamber.



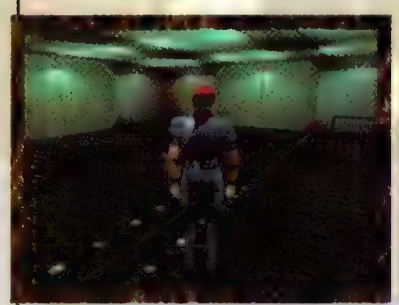
Note the door on the northern wall of the room. This is the Archive Vault door (marked "2")—your Meca, however, cannot enter it, so come back to it on foot from the Archives antechamber.

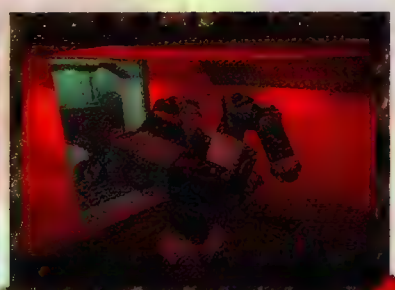
Until then, head through the door to the west. Pass through the red-lit hallway and gun down the final Meca in the Archives antechamber. With this, your control over the Meca ceases and you resume your adventure on foot, back in the Surveillance Room.

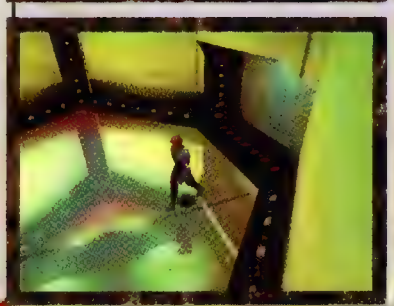
THE ARCHIVES, STEP 2

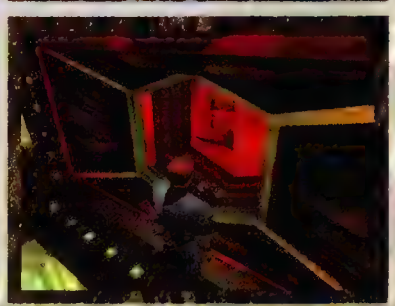
Whether you did it the hard way or the easy way, proceed now to Level -3 and the Archive Room (the green door).

You find yourself in the Archive antechamber. If you got to this point the easy way, the door on the right (labeled "Caution") will be locked, and a Mecaguard will man it. Go to the card reader to the left of the door and Use Captain Lea's Police Badge to enter the Archive Room itself.

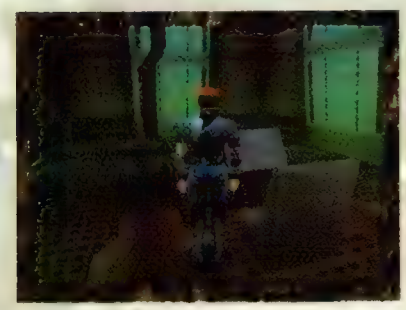








If you went the hard route, the Mecaguard will be gone (destroyed by you a moment ago) and the "Caution" door will be accessible. Go through it, down the red-lit hall, and through another door. Turn left, then right to find the Vault door (see "Meca Map, Part 2"). Enter and walk straight across the room to the hexagonal hatch on the wall. Press Action and the panel opens to reveal two bundles of 500 Seteks each. Now, retrace your steps back to the Archives door and walk straight through it (no police badge necessary).



Approach the terminal in the middle of the room and press Action to take a seat. Read the four dossiers available to you:

1. **Manek Dossier**
   Dossier No. 98225
   Date: 3 Liotoo 7216
   Agent: Qamin 872
   Case: Manek Dossier
   Crime: Murder
   Report: The lifeless body of Hyuda 630 was found in her home. She had been stabbed 11 times. The investigation led rapidly to Manek 111, the famous Arena gladiator who represents the Tetra Trust. He was also the ex-husband of the victim, and when she left him, he publicly threatened to kill her. Manek's fingerprints were found at the scene of the crime, traces of the victim's blood were found on his clothes, and the weapon was found under his bed.
   CASE CLOSED BY REQUEST OF THE TETRA TRUST
2. **Khonsu Dossier**
   Dossier No. 982710
   Date: 14 Yivat 7216
   Agent: Grezz 156
   Case: Khonsu Dossier
   Crime: Accidental Homicide
   Report: Several workers from Khonsu energy factory No. 4015 were rushed to the medical services. They were suffering from serious genetic modifications leading to irreversible physical lesions and death of the subjects in atrocious pain. The investigation in the factory indicated serious neglect of personnel security in the interests of saving money for the company.
   CASE CLOSED BY ORDER OF LEGATEE RESHEV
3. **Serial Killings Dossier**
   Dossier No. 98172
   Date: 16 Xenep 7216
   Agent: Kay'l 669/Den 415
   Case: City of Omikron v. X
   Crime: The body of a certain Maya 121 was found in an alleyway in Anekbah. This new murder is the 15th in less than two weeks. The murders have several features in common: all the bodies were horribly mutilated, and all the victims disappeared four days before their bodies were found.
   Report: The murderer is extremely savage. No one ever sees the murderer come to or leave the scene of the crime. The only motive seems to be a morbid pleasure in killing. An autopsy report on the latest victims has been requested by Zone 42 Morgue. A certain Anissa 109, dancer at 9010 Qalisar Boulevard, is reported to have seen something on the occasion of the murder of Maya Lyda.
   THIS DOSSIER IS "CONFIDENTIAL LEVEL 4." No consultation without special authorization.
4. **Yrtaz Dossier**
   Dossier No. 98225
   Date: 30 Nadim 7216
   Agent: Mivat 684
   Case: Yrtaz Dossier
   Crime: Sexual Harassment
   Report: A certain Saya 309 today lodged a complaint for sexual harassment with Investigating Agent Mivat 684. The plaintiff works as the private secretary of Minister Yrtaz in the Ministry for Religion. She complains of the Minister pressing sexual advances on many different occasions. Although Saya 309 firmly refused his

propositions, she claims that the Minister continued his harassment, going so far as to kiss her forcibly. She claims that Yrtaz threatened to have her transferred to a menial task in a sewing factory if she did not yield to his advances. At this point, she decided to lodge a complaint.

CASE CLOSED BY REQUEST OF MINISTER YRTAZ

Note the Rings floating in the corner.

Note

Go to Kay'l's office and deposit the following items in the Multiplan locker: Memo—Dossier Archives, Mecaguard Specifications, Omikron Police Memo—Archives, Lea's Police Badge (if you didn't use it), and the Virtual Training Center Ad.

LUNCH WITH TELIS

Leave Security HQ and call your Slider for the trip to lunch with Telis.

Before going inside, however, walk north from the front door and turn the corner to meet a beggar. Give him a small sum and he says: "You have a good heart, stranger. I thank you for these few coins. And, as a token of my gratitude, let me give you a gift. Bring me a Life Potion and I will open up a way to a place that has remained hidden for several millennia." [When you find a Life Potion in Act 1, Part 3, bring it to this poor wretch.]

As you enter the restaurant, notice the Rings waiting by the stairs. Handle this conversation any way you like; there's not much to be gleaned from it.

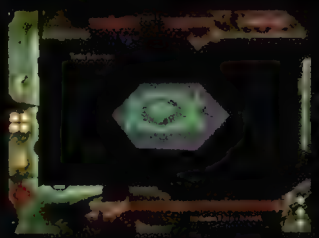
Just as you are about to tell Telis the weird story of your soul transfer, you get a call summoning you to a holdup at a supermarket at 816 Zodir Street. There are reportedly eight armed robbers and possible hostages. Duty calls.

As you turn to go, Telis gives you her Talisman for protection. Take it and call your Slider to go to the market.

Tip

SAVE NOW.

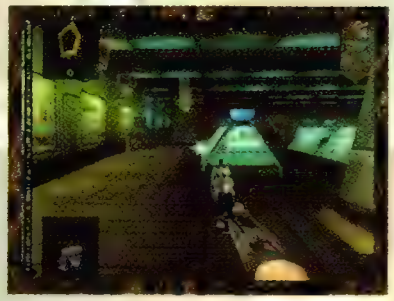
TELIS'S TALISMAN



YOU'LL NEED THIS LITTLE GOOD LUCK CHARM. KEEP IT ON YOU, BUT FEEL FREE TO DEPOSIT IT FOR A LITTLE WHILE IF THINGS GET TOO CROWDED.

SUPERMARKET HOLDUP

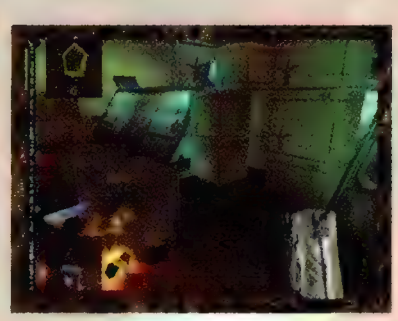
ENTER THE SUPERMARKET. AS YOU CROSS THE SECOND DOOR, YOU WITNESS AN ARMED, MASKED MAN BEATING A HOSTAGE. BE READY TO ENTER SHOOTING MODE AS THE SCENE ENDS.



Trudge north (left from the door) toward the other side of the store. Near the corner, you'll contend with three or four robbers. Note the Medium Medikit near some blue boxes, but don't consume it unless you need it.

Turn right at the far northwestern end of the room and then right again to face south. Pick off the two gunners sniping from behind the burning yellow boxes ahead. Approach the boxes and turn left.

Advance slowly as a robber bursts through the boxes on the right.



Go through the hole made by this ambush (to the south) and turn west. Note the Small Medikit to the west.

Continue south to the end of the store. Step on the Large Medikit if (and only if) you need it.

Look north from the Large Medikit and take the first right. As you walk carefully east, two more robbers burst into your range.

Turn north carefully. Note the Medium Medikit to your left. Move into the open area to the north and position yourself in the northeast corner, facing west.

Switch to the Decagun if you have it and inch west until another robber pops up from behind some boxes. Kill him quickly to avoid his shower of rapid fire.

When this final enemy expires, the surviving hostage informs you of another robber (the worst of all) through the door in the northeast corner.

Note

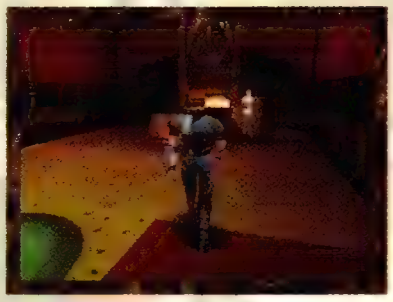
If you are severely wounded, you will black out. When you revive, you'll have failed in rescuing the hostages and will be unable to enter the door in the northeast corner of the supermarket. Given the prize available in that area, I suggest replaying the supermarket sequence until you get the successful outcome.

Go downstairs where a man (is he a man?) attacks you. Hand-to-hand combat ensues. When you've beaten him down, search the room for a Mana Potion.

THE MORGUE

Well, that was strange. Those guys didn't seem like robbers, and there were way more than eight. Where were your reinforcements? Smells fishy. Oh well, off to the Morgue.

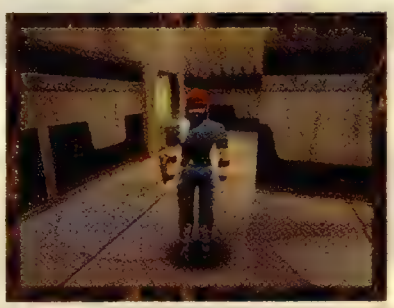
Enter the Morgue and approach the receptionist/nurse. A vision assaults you as you enter. Kay'l asks to see Meditech Yudin, the coroner listed in his computer files, and the receptionist directs him to the crematorium through the left-hand door.



Next to the roaring oven, you find Meditech Yudin. Questioning reveals that:

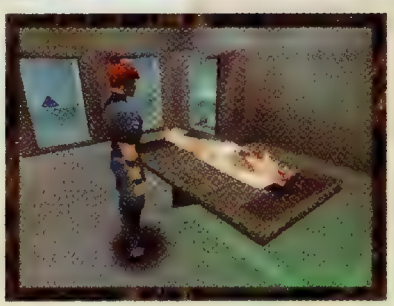
1. The victims were ripped to pieces, and parts of them were eaten.
2. The wounds looked like those made by a wild animal, but there was a systematic method to the carnage that suggested a person.
3. The murderer seemed to enjoy prolonging the deadly torture, keeping the victims alive while he tore them apart piece by piece.
4. The murderer has "supernatural strength and is capable of inhuman savagery," but he didn't leave behind a single clue.
5. The cause of death in all cases has been heart attack, so great was the victims' suffering.
6. The victims' eyes were always opened and rolled back as if "the life force was literally drained out of" them.
7. Den's body is in the Morgue.

Yudin invites you to view the most recent body.



You may now return to the lobby and access the right-hand door. Enter the first door on the right.

Inspect the male body by the door. Pick up the Surgical Instrument resting near his shoulder.

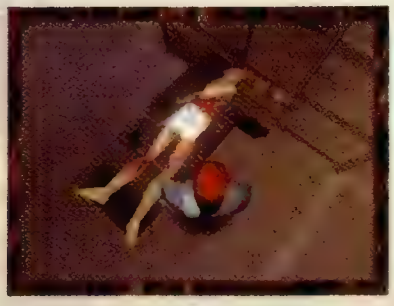


Check out the female body; it's Maya, the most recent victim mentioned in Kay'l's report. She is also the one you saw in the vision as you entered. Press Action as you stand next to Maya to inspect her body.

Use the Surgical Tool on Maya. Pick up what you find by pressing Action.

Swipe the Large and Small Medikits on the shelves and return to the hallway. Enter the next door on the right.

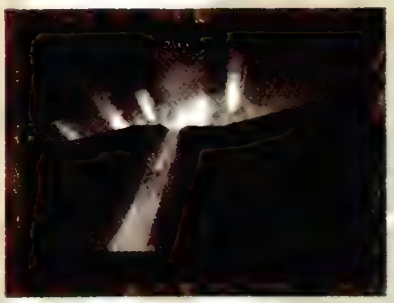
Approach the computer terminal attached to the "meat lockers." Find Den's body on the menu and summon it by selecting its number. When Den is delivered for inspection, approach him and press Action.



Den's body is an unholy mess. His damaged Sneak sits beside him. Pocket the Sneak for later analysis.

Den's Sneak. Out of Order

Den's Sneak isn't functioning following his death, but perhaps it holds some secrets. You'll have to take it to a specialist to get anything out of it; ask Tarek for some advice.



As you leave Den, walking toward the terminal at the end of the room, you see another vision.

Use the Corpse Sample on the analyzer. Its report reads: "Sample Analysis, organic tissue. No DNA, molecular structure unknown. Conclusion: Organic tissue from a non-human being."

Return to the hall. There's a set of Rings here. Return to Security HQ.

Go to Tarek's office (Level -1, green). When you engage him in conversation, Kay'l gives him Den's Sneak and asks him where he could get it fixed. Tarek recommends a man named Fu-An who keeps a shop somewhere in Qalisar.

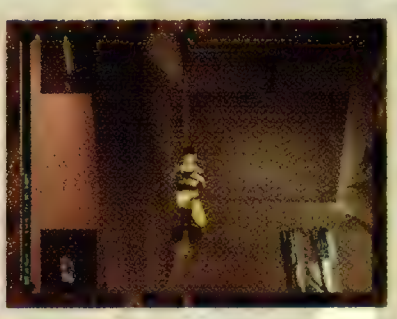
Tip

Save now.

ARRESTING LOETA'R

There's one last bit of business to take care of before venturing into Qalisar. Take your Slider to the bar in Zone 42 to arrest the counterfeit Sneak runner Loeta'r.

Enter the bar, but be ready for a fight. Your conversation with Loeta'r, the bartender, quickly devolves into a gunfight.



Clear the room and head into the bathroom to finish off Loeta'r's last flunky. Go into the stall he came out of to swipe his 1000 Seteks, 10 Magic Rings, and Octagun ammo.

ENTERING QALISAR

Ride your Slider to Access to Qalisar (the southernmost of the two portals). The door opens as you approach.

6

ACT 1, PART 2: QALISAR

OVERVIEW

SCENES

- *Looking for Anissa*
- *The Sha'armet Tournament*
- *Shopping in Qalisar*
- *Visiting the Temple*

IMPORTANT ITEMS

- *Magic Rings*
- *Anissa's Little Key*
- *Anissa's Note*
- *Den's Card*
- *Erotic Poster*
- *Den's Police Badge*
- *Jafa'yl's Parchment*
- *Reincarnation Spell*

INHABITABLE CHARACTERS

- *Lahyli'n (Peep Show)*
- *Dakme't (Harvey's Bar)*
- *Nuyasan (Temple)*

NON-PLAYER CHARACTERS

- *Anissa*
- *Fu-An*

SAVE POINTS

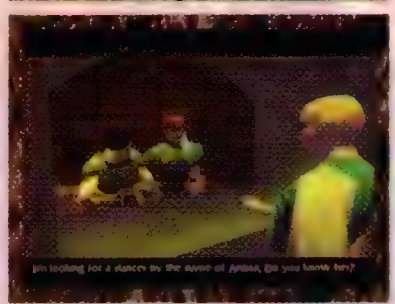
- *North of Western Gate (Start Point)*
- *Aka's Bar*
- *Xam Store*

WALKTHROUGH

LOOKING FOR ANISSA

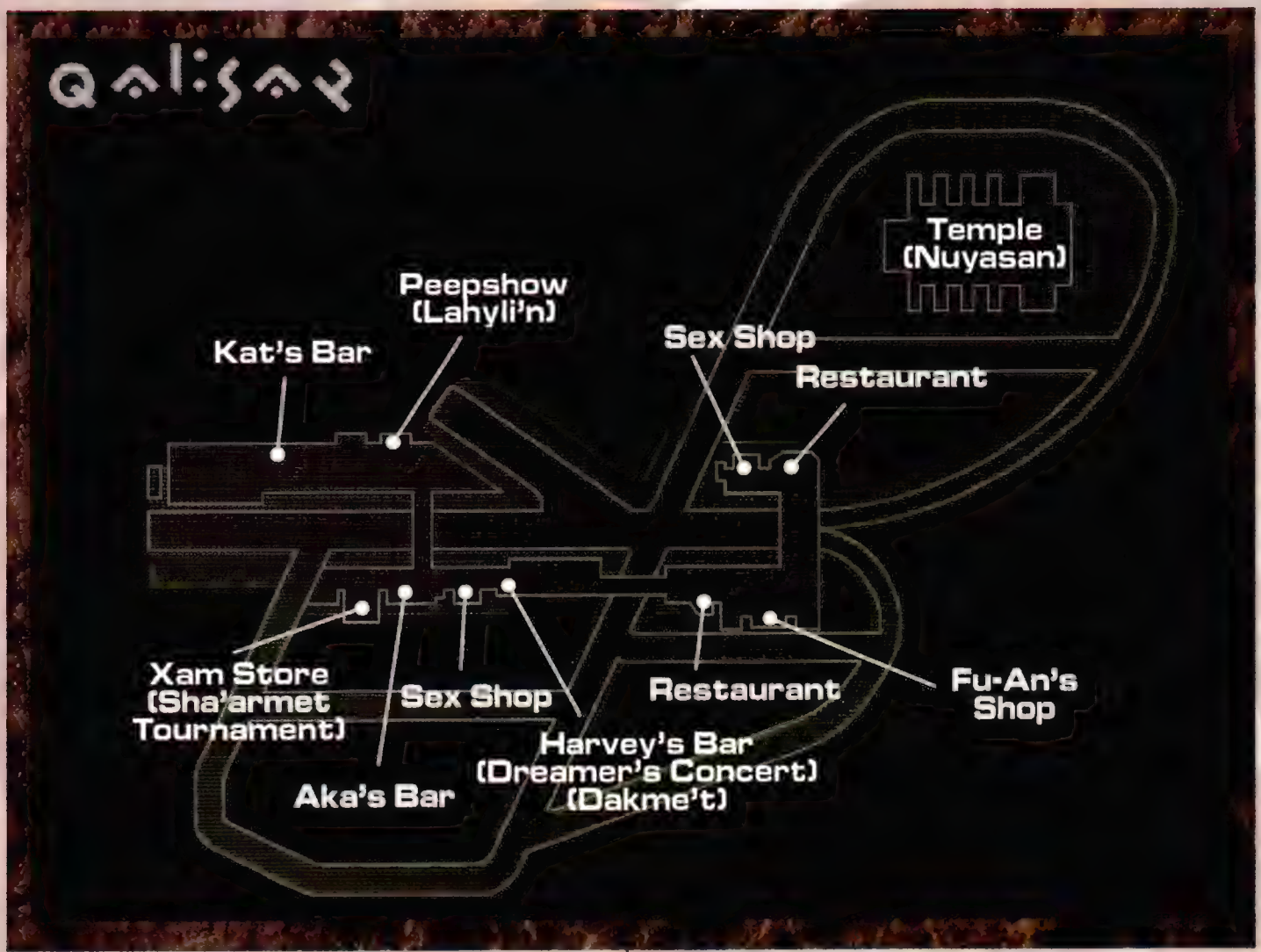
Enter Qalisar. As you emerge from the western gate, turn left to see a set of Rings and a ramp leading to an upper level.

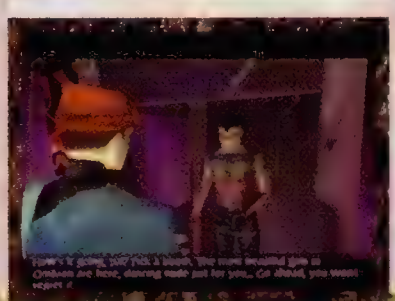
Scale the ramp. Look for Kat's Bar (marked with a red banner and doorway) to the left.



Peek inside for a drink and ask around for the elusive Anissa. All you get is a blank stare.

Be sure to check out the toilets (the gray door on the wall). Someone dropped two Magic Rings in the second stall.





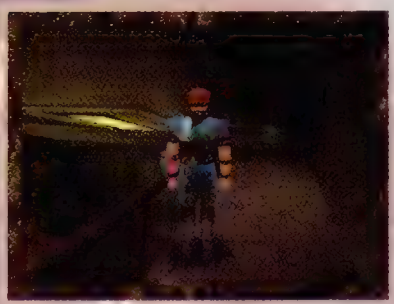
Leave the bar and continue down the boulevard until another storefront appears on your left. This Peep Show is the last known address of Anissa (according to the Archive report). These posters seem to indicate that she's pretty famous around here.

The employee at the Peep Show knows Anissa. He says she hasn't worked here in a while, but he's heard she's at one of the bars on Qalisar Boulevard. He invites you to look around.

Around the back, you'll meet a call girl. You can't hire her, but you can become her when you gain reincarnation ability; she's Lahyli'n, one of Qalisar's three inhabitable characters.

You can enter one of the booths and check out the show if you like, but it'll cost you 10 Seteks. One of the booths contains a Magic Ring.

Leave the Peep Show and cross the bridge to the other side. Head into Aka's Bar (with the large white windows and the red banner).



Turn right as you enter the bar and note the set of Rings on the end of the balcony. First, however, experience another of your little visions.

At the base of the stairs, look for a document on a nearby table. Pick up the Omikron Central Bank Ad.

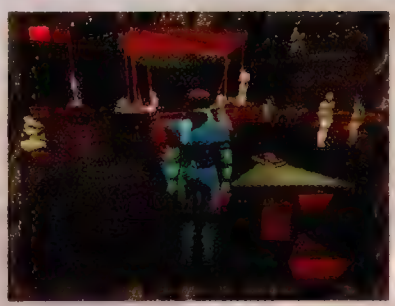
Omikron Central Bank Ad

Ministry for Finance Control of Public Funds

Need money? Finding it difficult to make ends meet?

Come see us at Omikron Central Bank. We'll buy everything you have at 50 percent of its original value! Why wait when you can have money so easily?

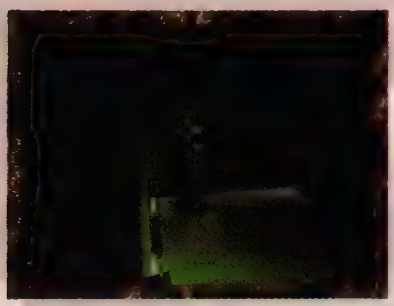
Branches in Anekbah, Jaunpur, and Lahoreh.



Another table sports a full Double Yuki (it's a drink).

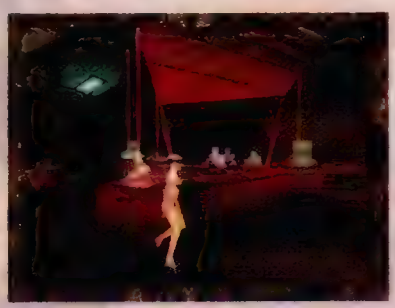
Yuki

At last, a drink that's still full. No one will mind if you have a sip. It imparts five points of Energy.



Check out the bathroom. The last urinal on the wall contains a Magic Ring. Fish it out if you dare.

Go chat up the bartender about Anissa. He's a bit stubborn; refuse his offers for a drink and insist on getting an answer to your question. If all else fails, threaten him. First, inquire about his liquor licenses, then threaten to start hassling his customers. He'll crumble with no trouble. Don't waste your money bribing him.



The bartender points out the dancer in black as Anissa. When you've finished with the bartender, you'll see Anissa come off her platform for her break.

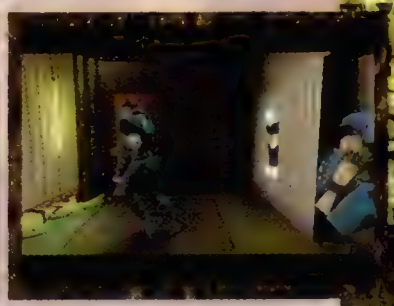
Walk over to the exhausted dancer and ask her about the murder she witnessed. She'll tell you to follow her into the back rooms.

Once in the back hallway, begin your conversation again. From this conversation, you glean:

1. Kay'l and Den have already questioned Anissa.
2. Anissa was going home from work when she heard a scream. A police officer then came out of the alley, got on a bike Slider, and disappeared. Anissa found the body, bloody and mutilated.
3. The police officer's eyes were red, "like a demon's."
4. She found a piece of paper in the alley. She's hidden it from the police until now.

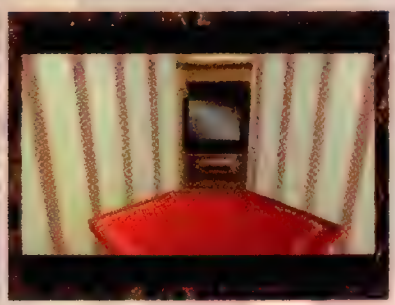
She goes to her dressing room to change and get the paper. As the door closes, you hear a scream.

Position yourself by the door control box and Use your Waver Gun to shoot the lock open.

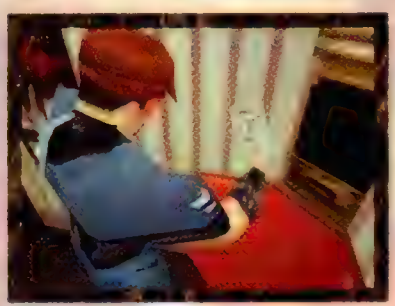


Kay'l rushes inside only to find Anissa dead. As he goes in, however, another figure rushes out of the room. He's wearing an Omikron Police Uniform.

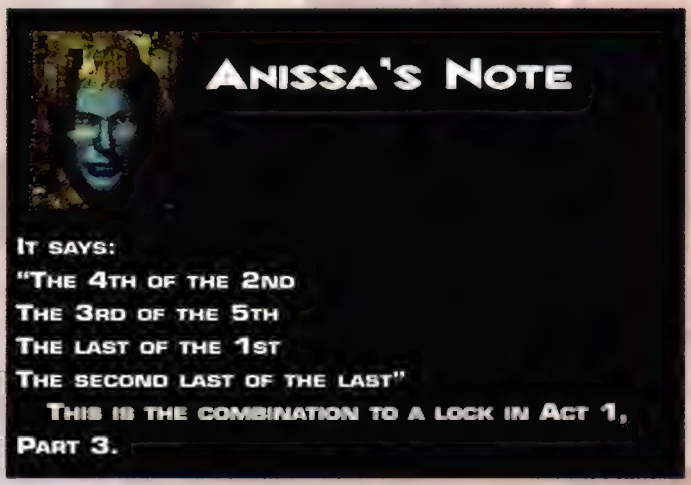
Search Anissa's body to find a small key.

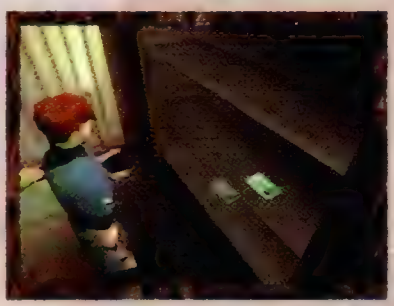


Approach the table on the wall and press Action near the bent black ornament sitting on top. This opens a wall safe to the left.

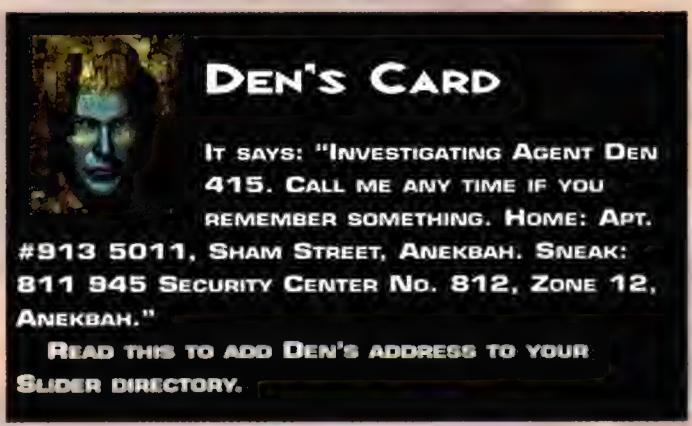


The trunk inside the safe is locked. Fortunately, you have the key. The trunk contains the note Anissa told you about.





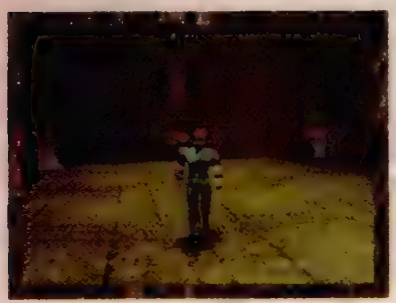
Finally, open Anissa's cabinet to find a Medium Medikit and Den's Card.



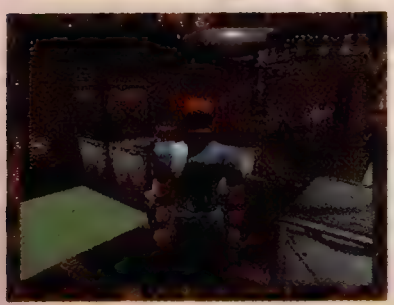
Slip out of the bar and back outside.

THE SHA'ARMET TOURNAMENT

As you may recall from the flyer you found in Security HQ, Qalisar is home to a lucrative but dangerous fighting tournament called the Sha'armet. You are about to stumble upon it.



Turn left as you come out of the Aka's Bar and look on your left for the Xam Store.

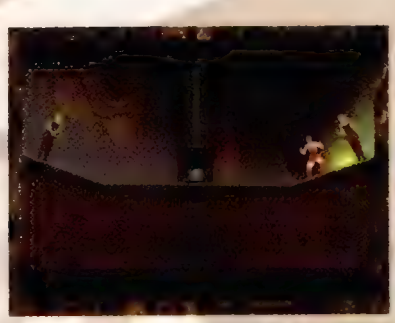


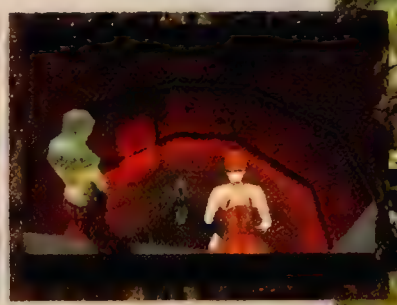
Enter this innocent-looking shop, taking notice of the Rings in the corner. Approach the shopkeeper and ask to look at his list of wares. You may buy any item you want (including a few Medikits if you know what's good for you), but there's one that will get you into the fighting tournament.

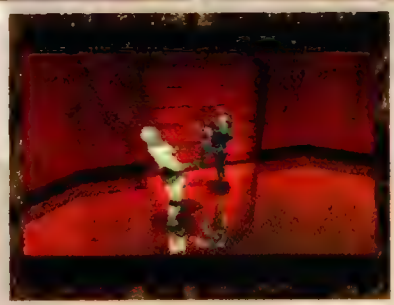
Tip

Save now.

Purchase a Meca-Lamp battery and the shopkeeper will discreetly open the gate to the back room. Take the elevator down and boost your Energy to maximum with whatever Medikits you have. You'll need all you can get.







To win the whole shebang, you must defeat five opponents. Each win gets you a prize of increasing value (250, 500, 1000, 1500, and 2000 Seteks, respectively). If you defeat all five, you'll leave Fighting Mode and may exit the arena the way you came.

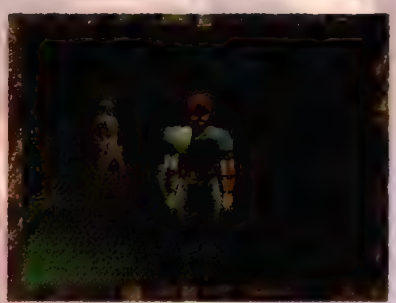
When your Energy level reaches 10, you are ejected from the tournament with a parting gift of whatever you won to date plus a piddling 20 Seteks. Buy some Medikits with the proceeds and nurse yourself back to health. You may, of course, buy another battery and try again.

SHOPPING IN QALISAR

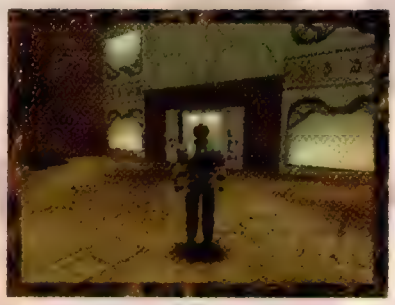
Turn right as you leave the Xam Store and walk past Aka's Bar. The next door is the Sex Shop. Go in and buy a poster for your friend Boog.

Erotic Poster

This poster will be useful as an offering to Internal Affairs officer Boog when you get back to Security HQ.



Turn right as you leave the Sex Shop. The next bar on your right is Harvey's Bar. Go in and head to the bathroom. Waiting for a stall is Dakme't, the other of Qalisar's inhabitable characters. The first stall, by the way, holds 10 Seteks.



Leave Harvey's and turn right. Take a long walk until you find Fu-An's Shop (the last one on the right).

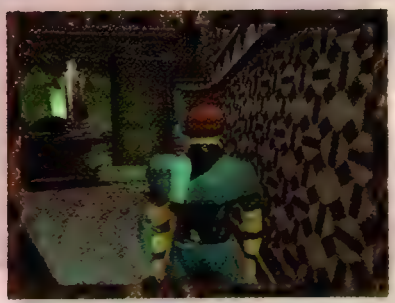
Talk to Fu-An. For 400 Seteks, he will extract whatever items he can from Den's broken Sneak. Pay it; in return, you get Den's Police Badge.

Den's Police Badge

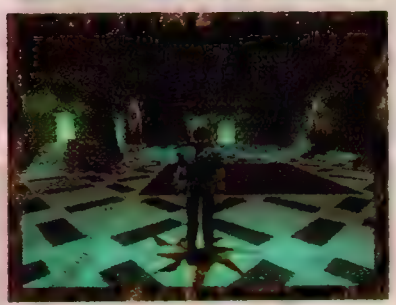
Den's badge will give you access to his office at Security HQ (Level -2, red).

VISITING THE TEMPLE

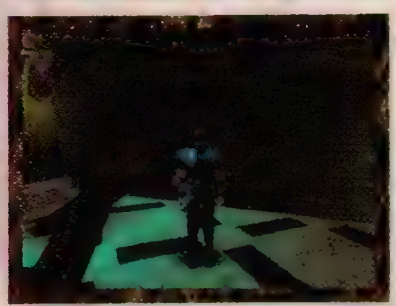
Leave Fu-An's Shop and descend to street level. Follow the road to the northeast to the Abandoned Temple (see map of Qalisar).



As you enter, watch the walls on the right side for two Magic Rings.

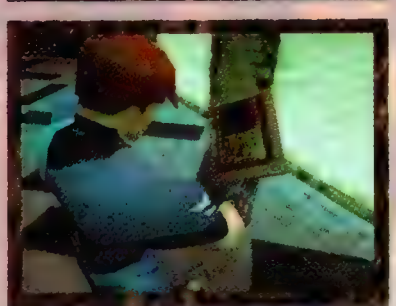


Stand on the star in the middle of the temple with your back to the door.

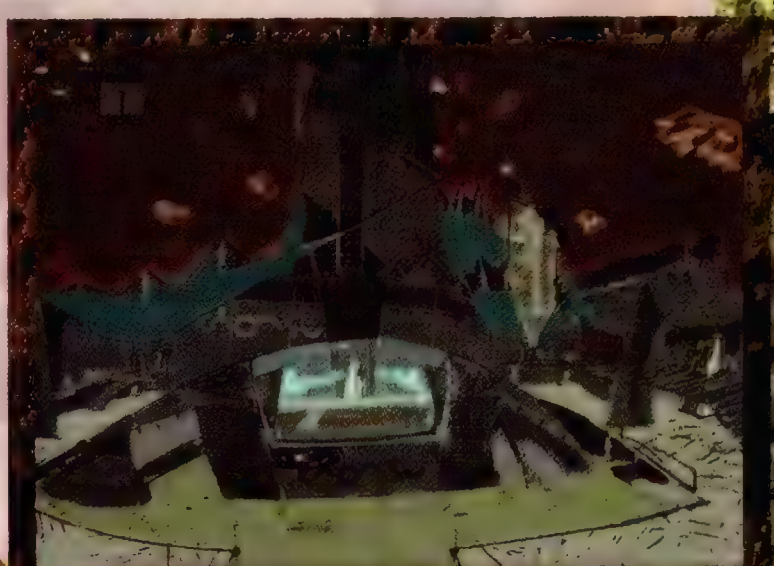


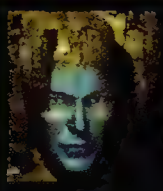
Remember the note you found in Kay'l's cabinet at work: with your back to the door, walk 10 steps forward, turn right, and take 10 more steps. You should be facing the wall of the temple with a wooden beam propped to your left.

Push Action while facing the wall and a hole will open in the floor to your right (at the far end of the temple).



In this hatch, you'll find a Reincarnation Spell and Jafa'yl's Parchment.





Jafa'yl's Parchment

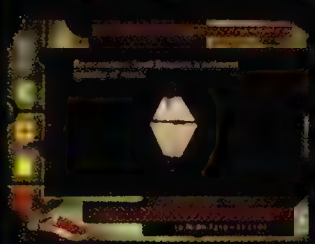
Into the most powerful book of all the universes
For a moment I plunged my gaze
From the Book of Nout I stole
This secret
A magical spell to transfer the soul.

Use this spell near the one you wish to take
And instantly your soul his body will occupy
You must have a sufficient level of Mana
For to steal a soul requires an aura.

This spell will not work with all
For certain souls are sometimes
Too strong.

Do not misuse your power
Or you will lose many
Advantages in return.

Reincarnation Spell



You must have one of these crystals to transfer your soul. You must also have the requisite points of Mana.

Leave the temple and summon your Slider. Select Security HQ to return to Anekbah.

7

ACT 1, PART 3: RETURN TO ANEKBAH

OVERVIEW

SCENES

- Raiding the Security HQ
- A Cry for Help
- Den's Apartment
- Quest for the Power Rod
- Infiltrating Gandhar's Office
- The Gate
- Heading for Jaunpur

IMPORTANT ITEMS

- Magic Rings
- Mana Potions
- Large Medikit
- Small Medikit
- Medium Medikit
- Security HQ Master Key
- Memo: The Sect of The Awakened
- Scrawled Note
- Den's Apartment Key
- Telis's Message
- Den's Wedding Picture
- Den's Small Key
- Den's Map
- Pass for Security HQ
- Transcan Tape
- Power Rod
- Electric Cable
- Life Potion
- Dodge Potion
- Jaunpur Pass
- Beggar's Pass

INHABITABLE CHARACTERS

- Betsy (in the drugstore)
- Kai'a (bookshop—Tahira Street east side)
- Jorg (in gun shop—northeast corner)
- Samyaz'a (restaurant—north)
- Plume (involuntary—Den's apartment)
- Syao (involuntary—Kay'l's roof)
- Ysmala'n (Morgue—after Kay'l has been shot by Meca)

NON-PLAYER CHARACTERS

- Telis
- Den (deceased)
- Tarek
- Boog
- Jenna
- Commandant Gandhar
- Monk

SAVE POINTS

- Kay'l's Kitchen
- Kay'l's Office (Security HQ, Level -2)
- Detention Cells (Security HQ, Level -3)
- Maintenance Workshop (Security HQ, Level -5)
- Surveillance Room Storeroom (Security HQ, Level -4)
- Archive Room (Security HQ, Level -3)
- Restaurant on Tahira Street
- Morgue
- Den's Apartment
- Sorcerer's Shop
- Ventilation Shafts

- *Gandhar's Lair*
- *Outside Pool (after meeting Jenna again)*

WALKTHROUGH

RAIDING THE SECURITY HQ

Enter Kay'l's workplace again and head straight for Boog's office (Level -1, blue).

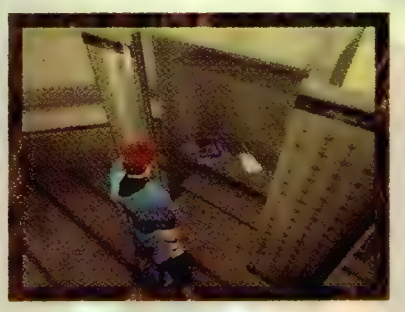
Engage Boog in conversation and present him with his gift: the Erotic Poster. As a token of his gratitude, Boog gives you something even more valuable: a Security HQ Master Key.

Security HQ Master Key

This key will open any door in the Security HQ except for Commandant Gandhar's office. You may Use this key only once, so choose carefully which of the locked offices you want to burgle. Here's what is hidden in the drawers and cabinets:

- Shamet (Level -1, red): Small Medikit, Decagun Ammo, 20 Seteks.
- Vode'm (Level -1, orange): Octagun, Large Medikit, Octagun Ammo, 200 Seteks.
- Grezz (Level -1, purple): Double Waver Ammo, Bowl of Cramen.
- Maar (Level -2, green): Chokovat Bar
- Paxir (Level -2, purple): Magic Ring, Decagun Ammo, Large Medikit.

Next, go to Den's office (Level -2, red) and Use his badge to unlock the door.



Open Den's cabinet to find a Memo and a Scrawled Note.

Memo: The Sect of The Awakened

Crime Squad
Squadron 812
Memo

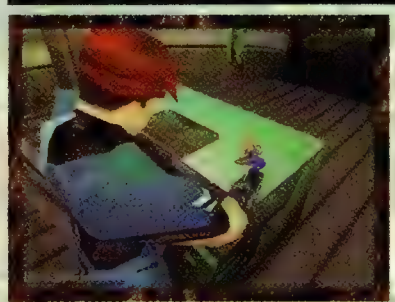
Re: The Sect of "The Awakened"
It is the responsibility of all agents to intercept terrorists calling themselves "The Awakened."

This sect transmits non-conformist esoteric beliefs and anti-governmental subversive ideas. They carry out terrorist missions designed to destabilize public opinion.

These individuals are dangerous and must be stopped at all costs.

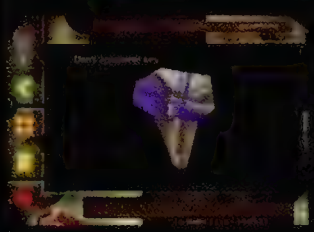
Scrawled Note

It looks like Den's writing:
"Truth hides behind the Tiger."
It's a clue to a secret hiding place in Den's apartment.



Rifle through Den's drawers for Den's Apartment Key.

Den's Apartment Key



This key opens Den's apartment.

Tip

Go to Den's Multiplan terminal and deposit the Scrawled Message, Memo: Sect of the Awakened, Jafa'yl's Parchment, Den's Card, and any weapons and ammo other than your Waver.

As you leave Den's office, Tarek sidles up to see how things are going. You can tell him as much or as little as you wish; he just wants to tell you that you can count on him. Great.

A CRY FOR HELP

As you leave HQ to go to Den's apartment, you receive an urgent call on your Sneak from a beaten and bloodied Telis. She needs you at Kay'l's apartment immediately. Hop in your Slider and get over there.

As you enter the apartment, notice a piece of paper on the floor. Pick it up and read Telis's Message.

Telis's Message

It says: "Meet me right away on the roof. Make haste, my love. Telis."

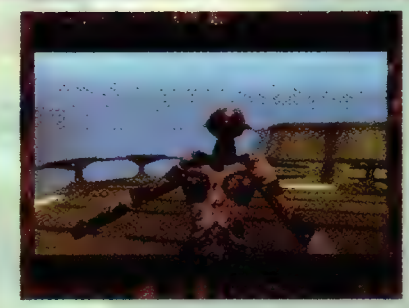
Tip

Save now.

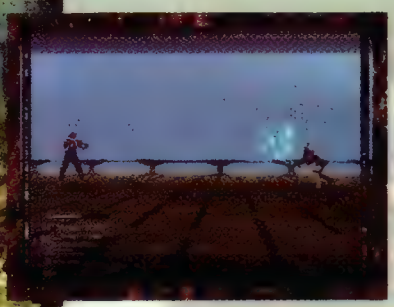
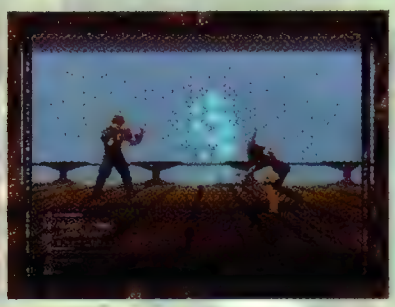
Jump back in the elevator and head to the roof; you'll go there automatically when you activate the lift.

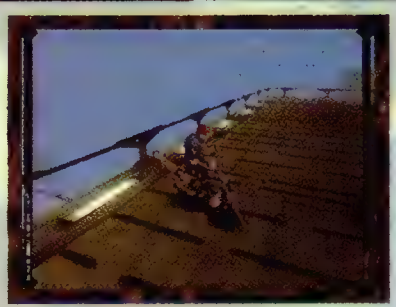
Up on the roof, you find a beaten Telis kneeling at the far end of the roof. Approach her.

She tells you that a demon came to the apartment looking for you. It wanted your soul. She was scared, but now all she wants is for you to hold her. Go ahead...

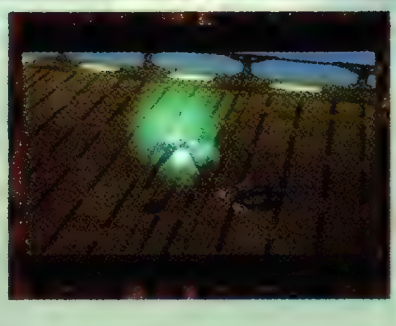


...SUCKER! MAYBE THAT'S NOT TELIS AFTER ALL. AS YOU WATCH, KAY'L'S WIFE TRANSFORMS INTO A SKITTERING, VICIOUS DEMON.



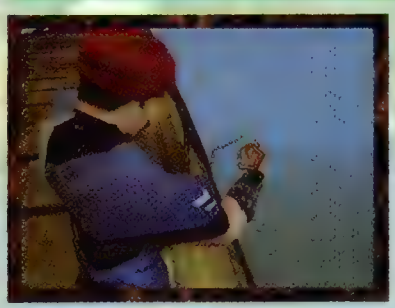
LOOKS LIKE YOU HAVE TO FIGHT THIS ONE OUT. DO BATTLE WITH THE SHE-DEMON TO THE DEATH (YOURS OR HERS).



IF YOU LOSE THE FIGHT, YOU WILL BE LEFT FOR DEAD ON THE ROOF. LUCKILY, SYAO (A NIMBLE THIEF) HAPPENS UPON YOUR LIFELESS FORM. YOUR SOUL TRANSFERS TO HER BODY ALONG WITH ALL YOUR BELONGINGS.

Note

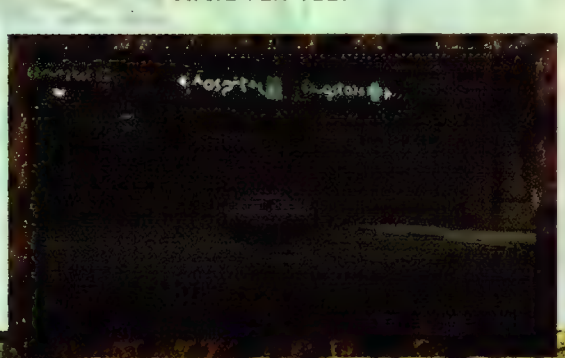
YOU MUST RETRAIN THIS NEW BODY IN SHOOTING AND FIGHTING TO RECOVER THE PROFICIENCY YOU WON WITH KAY'L.



IF YOU WIN THE FIGHT, YOU MAY COLLECT FIVE MAGIC RINGS AND PROCEED, STILL HOUSED INSIDE KAY'L.

NO MATTER WHICH BODY YOU INHABIT, GO TO THE ELEVATOR. AS YOU STEP INSIDE, YOU ARE STOPPED BY AN APPARITION WHO HAS MUCH TO TELL YOU. SHE LOOKS VAGUELY FAMILIAR. YOU LEARN:

1. Your life is in danger. The demons are angry you've escaped them thus far. You've survived longer than any other soul.
2. This isn't a video game. It's real and your soul is at stake. You were lured into Omikron by a demon. Using Kay'l's soul-sucked body, he tricked you into coming to this realm. The demons do this to gain access to more souls, increasing their power.
3. If you lose your soul, it will be doomed to an eternity of torment.
4. When you die, you are reincarnated into the body of the first person who touches you.
5. Telis is dead; her soul has been stolen and her body is occupied by a demon.
6. The force behind all this is Astaroth, Prince of Darkness. He needs souls to increase his power. No one has ever seen him or knows his whereabouts.
7. To prevent others from being lured here, you must destroy the Gate through which you were brought. It is defended by a guardian and is hidden in his lair.
8. The demon lieutenant who guards the Gate is none other than Commandant Gandhar of the Omikron Police Force. He had Kay'l and Den murdered, and he lured you here. The Gate can be found through his office at HQ.
9. To get into Gandhar's office, you must follow the path Kay'l and Den discovered.
10. To access Gandhar's demon lair and the Gate, you must use the code given you by Anissa.
11. To defeat Gandhar and destroy the Gateway, you must find a Power Rod. To gain this weapon, go to the supermarket in Zone 9 (near HQ) and meet a monk who waits for you.

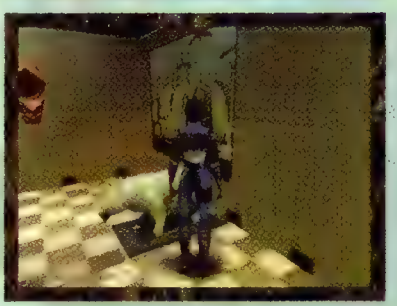


DEN'S APARTMENT

Descend to the street and catch a Slider to Den's apartment.

Enter the building and Use Den's Apartment Key in the elevator.

Den's apartment is laid out much like Kay'l's. It is, however, much bloodier. The furniture has been thoroughly ransacked as well.



Look around the living room, taking note of the white tiger statue by the door.

Note also the Transcan terminal and the tiger portrait near the bedroom door. Go first into the kitchen.

On the counter is a Koopy Sandwich, and a can of Quanta Cola is in one of the central pillar's cabinets.

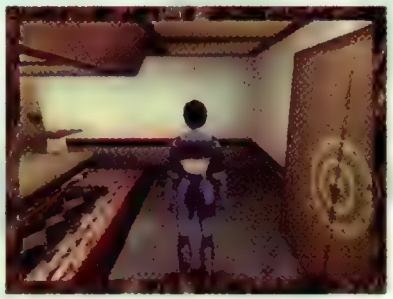
Quanta Cola

Chug a frosty can of Quanta Cola for a quick boost and five points of Energy.

Enter the bedroom and have a look around. Note that the layout is again similar to Kay'l's home. Approach the night table and pick up the wedding picture.

Den's Wedding Picture

"Wedding Den-Melia: 9 Andar 7213" is written on the back of the photo.



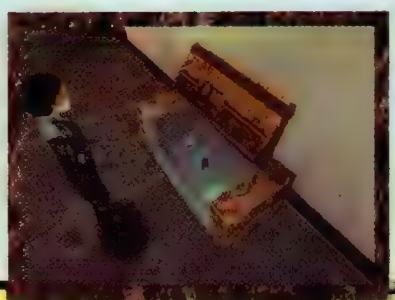
Notice the Rings in the corner and approach the armoire on the wall. Snag the Double Waver Ammo.

Next hit the showers and pick up Den's Small Key. It's in the corner, so you'll have to look carefully.

Den's Small Key

This little key opens the chest in Den's bedroom.

Exit the shower and pick up the newspaper on the bed.



Use Den's Small Key on the chest. Gather up a Mana Potion +35, a Large Medikit, and 200 Seteks.

Tip

MAX OUT YOUR ENERGY BEFORE EXPLORING ANY FARTHER; A TOUGH FIGHT LIES AHEAD.

RETURN TO THE LIVING ROOM. RECALL THE NOTE YOU FOUND IN DEN'S OFFICE—DIDN'T HE MENTION A TIGER? APPROACH THE TIGER STATUE AND PRESS ACTION TO PUSH IT OUT OF THE WAY AND EXPOSE A BUTTON; PUSH IT TO OPEN THE TIGER PICTURE ON THE OTHER SIDE OF THE ROOM.

APPROACH THE SAFE HIDDEN BEHIND THE TIGER PICTURE AND PRESS ACTION TO ACCESS THE COMBINATION ENTRY PAD. WHAT WOULD BE A FOUR-DIGIT NUMBER THAT DEN WOULD REMEMBER? HOW ABOUT HIS WEDDING YEAR? ENTER 7-2-1-3. THE SAFE OPENS, REVEALING DEN'S MAP, PASS FOR SECURITY HQ, AND A TRANSCAN TAPE.

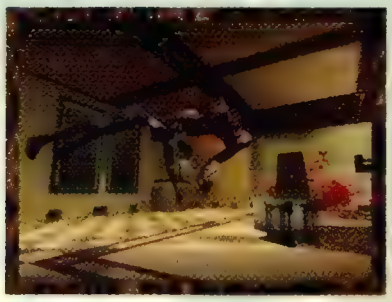
Tip

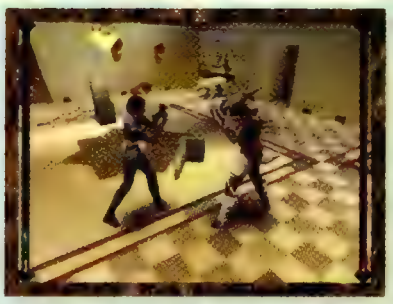
SAVE NOW. RIGHT NOW!

Stand in front of the Transcan Player and Use the Transcan Tape to view its contents. What you see is Den telling everything he knows about your investigation... just in case anything happens to him. Which it did.

Den says: "OK, I hope this thing is working. Alright, me and my partner Kay'l have been investigating a series of unexplained murders for several weeks. But we discovered something awful: the assassins, they are demons! I know it sounds crazy but they take the souls of their victims before they rip them to shreds and kill them. Because they look like humans, they can mix in with the general population waiting for the right moment to attack. Their leader is a policeman: Commandant Gandhar himself! I think they are on our trail, I think they know we've discovered the whole story. Our only hope is to find some kind of proof of their existence so we can alert the authorities. Tonight Kay'l and I are going out to bring back that proof. If something happens to us, Agent Tarek 511 is aware of our situation. He will testify in our favor. May the Supreme Being have pity on our souls."

Tarek!?! You just knew he was a bit too helpful. Well, speak of the devil and he appears. The demon-possessed traitor has slipped into the room after you; he is very pleased you have found this evidence so he can destroy it, and you. Because he's already taken care of Den and Anissa, he is very excited about killing you.

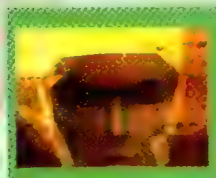




Tarek reverts to his demon form to completely enjoy the pleasure of ripping your soul out of your body. Be ready to fight Tarek.

If you win this fight, claim five Magic Rings.

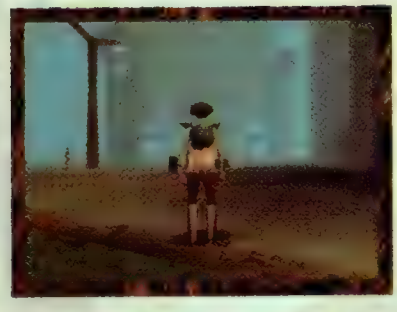
If you lose the fight, the theft of your soul is interrupted by the arrival of a neighbor. Alarmed by the noise, Plume has rushed in and becomes, against her will, the new host of your wandering soul.



Tip

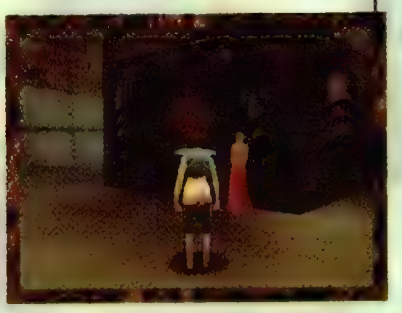
Pause at the Multiplan terminal to deposit Den's Map, Double Waver Ammunition, the newspaper, and Den's Wedding Picture. Download the Corpse Sample.

QUEST FOR THE POWER ROD

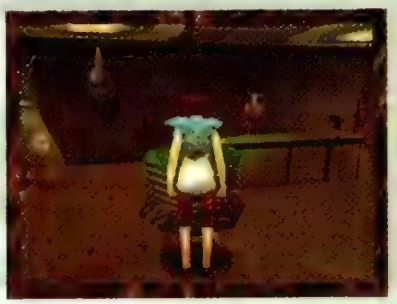


Depart Den's apartment and summon your Sneak. Direct it to the supermarket in Zone 9.

North of the supermarket's front door, meet the monk who will guide you to the Sorcerer's Shop.

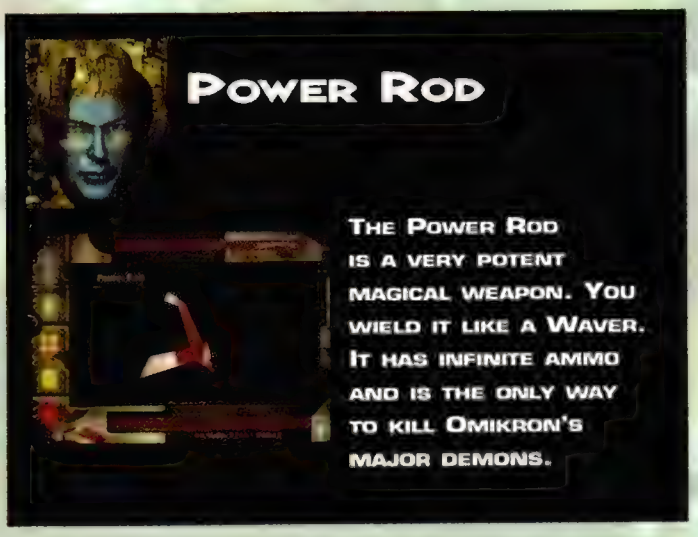


Give the monk Telis's Talisman (which bears the mark of The Awakened) and follow him to the secret Sorcerer's Shop. He moves very fast, so hop to.

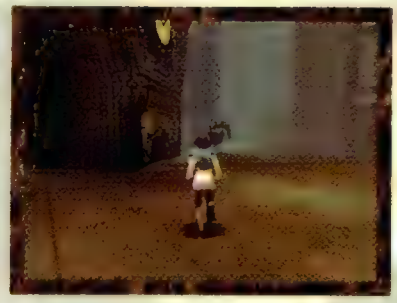


Glance at the Rings rotating left of the counter and approach the shopkeeper. The sorcerer tells you that he can forge a Power Rod only if he has a piece of the evil thing to be destroyed.

Thankfully, you have the sample from the corpse at the Morgue. Use it to give it to the shopkeeper. He's impressed and makes your Power Rod.

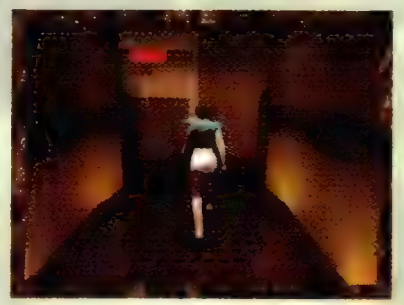


INFILTRATING GANDHAR'S OFFICE

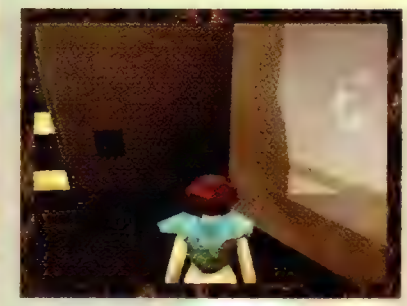


Leave the Sorcerer's Shop and head straight for Security HQ. You still have Kay'l's Police Badge in your possession, so you still have full access to HQ no matter what body you inhabit.

Descend to the Ventilation Room on Level -5 (orange) and walk to the four-way intersection at the end of the hall. The doors ahead and to the right are locked for the moment. You will be returning to this intersection several times.

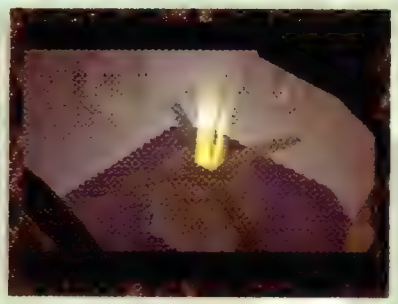


At the intersection, turn left and follow the hallway. Go through the door into the ventilation control room.



Walk to the large window overlooking a set of gigantic fans.

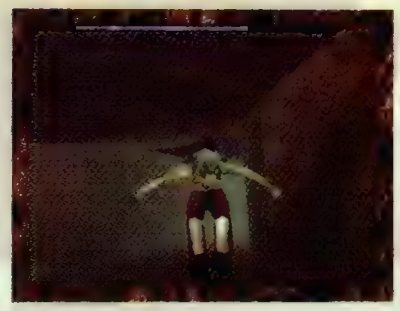
Left of this window is a card reader. Use the Pass for Security HQ you found in Den's wall safe to open the switch room to the left.



Enter the switch room and pull the switch on the console. Watch as the horizontal fan grinds to a halt.

Turn right and activate the black switch on the wall. This opens the window to the fan chamber.

Walk to the window and press Jump to leap into the water below.



Swim to the right and keep your eyes open for a tunnel leading out of the pool.

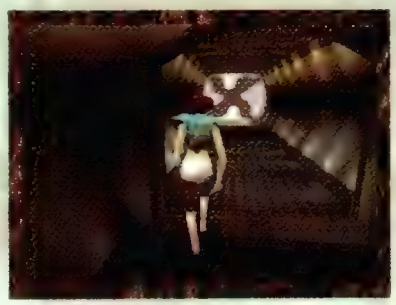
Surface and pull yourself out of the pool.

Stop to pick up a length of Electric Cable and proceed up the hallway, through a door, and back to the four-way intersection.

Electric Cable

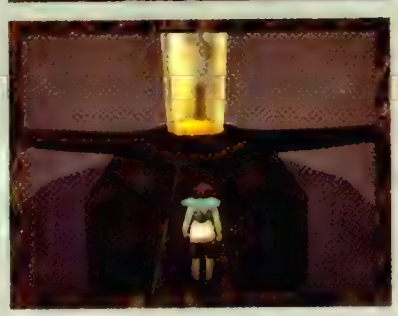
Use this cable in the ventilation control room to short-circuit the four side fans.

Return to the control room and stand in front of the electric panel along the wall. Use the Electric Cable in front of the panel to short-circuit the fan engine. You'll see the side fans wind down, and the other door at the four-way intersection draws open.



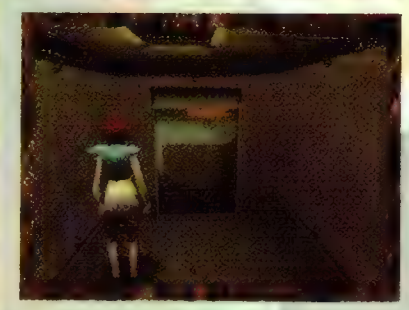
Leave the control room (through the door this time) and return to the four-way intersection. Go through the 12 o'clock door and approach the inactive fan at the end of the hall.

Jump onto the horizontal fan blades in the center of the chamber.

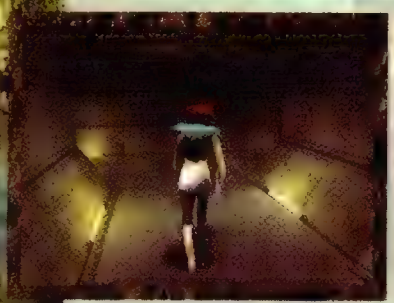


From this point, there are three hallways leading off the fan. Which way to go? Recall Den's Map: you want to go to the hallway to the right.

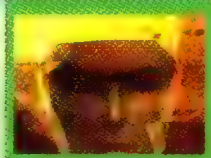
First, however, check out the other two halls to find extra goodies. The 12 o'clock hallway offers five Magic Rings. The 9 o'clock tunnel has a Medium Medikit and three Magic Rings.



Run down the hall and through two doors. Through the next door is an elevator. Activate it by pressing Action.

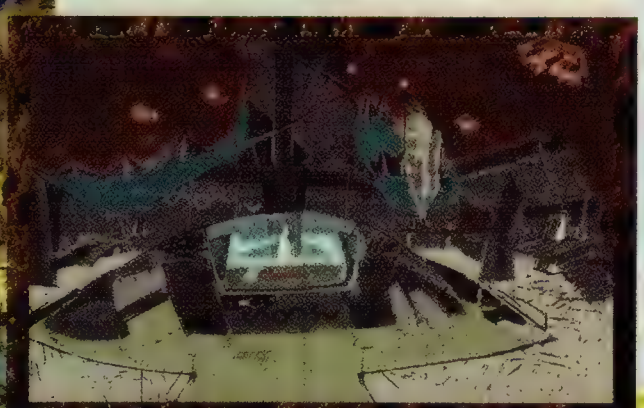


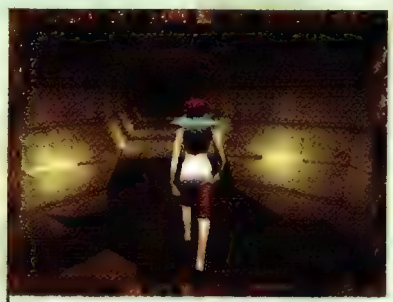
Exit the lift and turn right at a T-intersection. Find a set of Rings and continue down the hall.

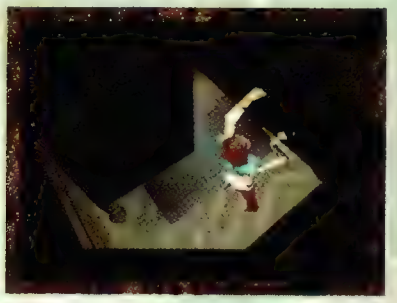


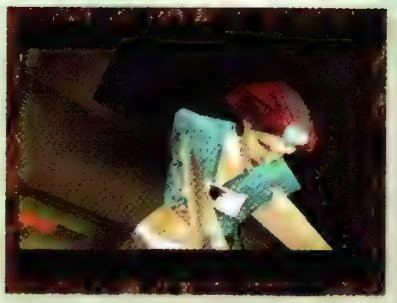
Tip

Save now.







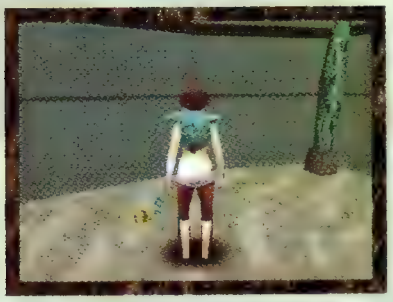


Cross a bridge and continue toward the end of the hall. The floor, however, suddenly drops out from under you, and you fall into the commandant's office.

THE GATE

As you approach the stairs, you meet an old friend. The demon you met at the beginning of the game

APPEARS BEHIND YOU AND WANTS ANOTHER PIECE. BEAT HIM DOWN. IF YOU LOSE THIS FIGHT, THERE WILL BE NO RESCUING YOUR SOUL; NO ONE COMES TO SAVE YOU.



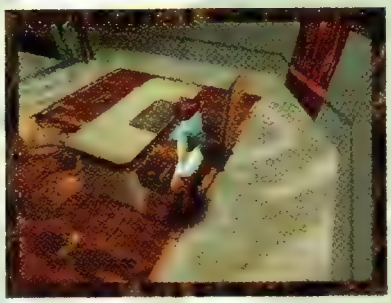
BEFORE PROCEEDING, PICK UP FIVE MAGIC RINGS, A LIFE POTION, AND A DODGE POTION.

LIFE POTION

THOUGH YOU MAY BE TEMPTED TO TAKE THIS POTION (IT GIVES 50 POINTS OF ENERGY), INSTEAD SAVE IT AND GRANT IT TO THE BEGGAR YOU MET BY THE RESTAURANT ON TAHIRA STREET. HE WILL GIVE YOU SOMETHING EVEN MORE VALUABLE IN RETURN.

DODGE POTION

DODGE POTIONS BOOST YOUR DODGING ABILITY. DON'T SWALLOW THIS ONE YET; YOU MIGHT NOT BE IN YOUR CURRENT BODY MUCH LONGER, AND THERE AREN'T ANY FISTFIGHTS IN YOUR NEAR FUTURE. SAVE IT UNTIL ACT 2 BEGINS.

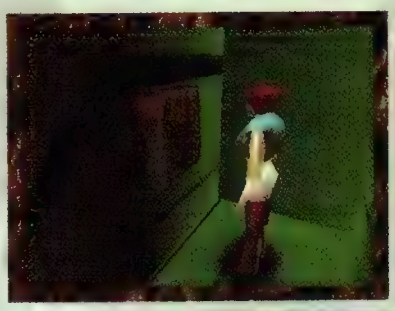


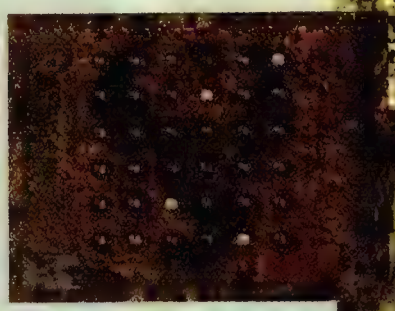
STROLL BEHIND GANDHAR'S DESK AND OPEN HIS DRAWER. EXTRACT A PASS TO THE JAUNPUR DISTRICT.

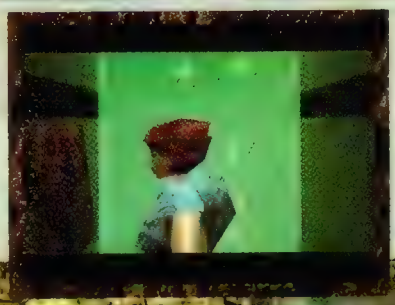
JAUNPUR PASS

YOU WILL NEED THIS PASS TO PROCEED TO ACT 2.

WHILE STANDING NEAR THE OPEN DRAWER, PRESS ACTION AGAIN TO ACTIVATE A SWITCH BUILT INTO THE DRAWER. A PANEL OPENS.



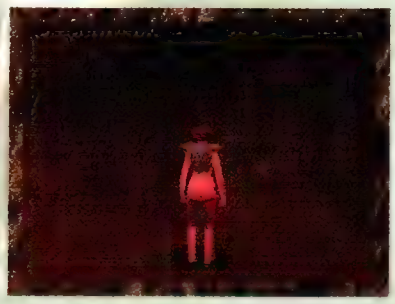




Face the panel on the wall and press Action to access it. You will need to enter the combination you got from Anissa. To open the door, illuminate (by selecting and pressing Action) the following buttons:

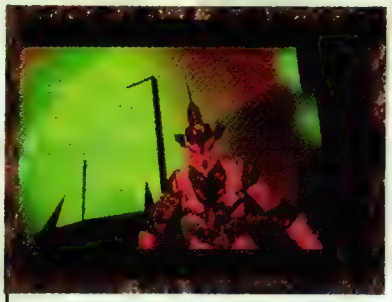
- *Line 1, Button 6*
- *Line 2, Button 4*
- *Line 5, Button 3*
- *Line 6, Button 5*

Go through the green portal.

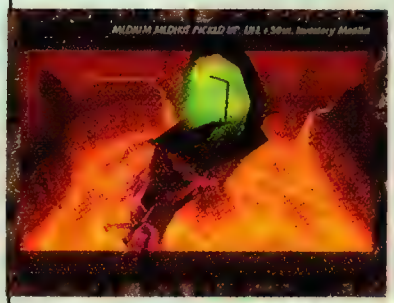


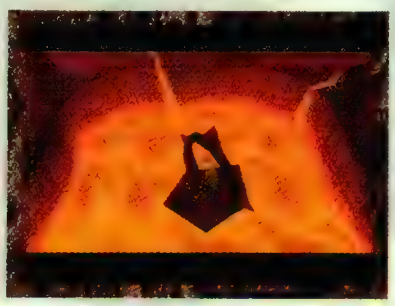
Walk toward the cave passage. As you go, you meet a mysterious apparition. Converse with him. He addresses you as "Nomad Soul" and conjures a set of Rings. This serves as an auto-save position—if you die in the ensuing shooting sequence, you will simply return to this point in your current condition, but lighter by one Magic Ring.

As you head down the passage, you switch to Shooting Mode with your Power Rod armed. Walk carefully down the hall, plugging any of Gandhar's minions who assault you. Before touching the bridge, shoot all of the creatures milling around the edges of the room or they'll cause you trouble during your fight with Gandhar.

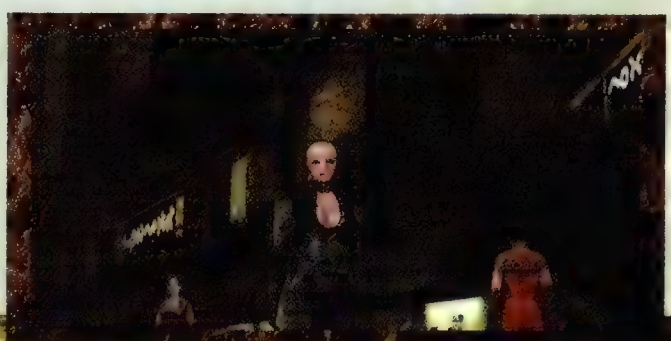


Approach the bridge in the center of the room to meet Gandhar in his true form. He dives into the lava and emerges as a gigantic beast. Take cover behind any of the rocks around the edge of the room and direct your fire at Gandhar's head (his only weak point). If you are killed, you'll start over at the auto-save position.

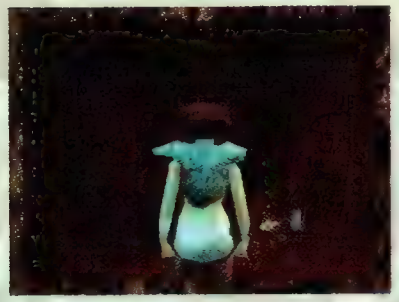




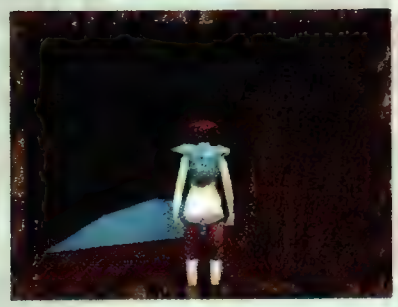
When you vanquish Gandhar, he and his Gate plunge into the fiery lava below. Mission accomplished. As the cavern collapses, your character runs for a newly created hole in the wall.

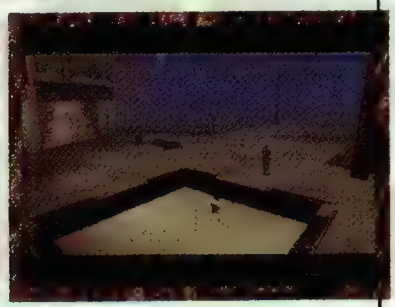


HEADING FOR JAUNPUR



Before proceeding, look around for 20 Magic Rings, 600 Seteks, and a Mana Potion.

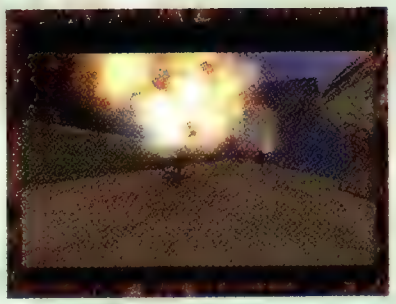




Jump into the pool of water and surface in the city streets of Anekbah. Jenna waits for you as you emerge.

She congratulates you on your success and advises you on your next move. You are to go to Jaunpur with your pass and meet a man named Yob at the temple. He will take you to "someone who wants to talk to you."

Before departing, however, visit the beggar north of the restaurant on Tahira Street. Give him the Life Potion. He says: "Thanks stranger. I knew you wouldn't forget me. Here's your reward: close to the Jaunpur temple, there is a green island. Go there and look for the fourth star, the one that is hidden from the public gaze. Use this pass on the door and find what you seek. May Vyagrimukha protect you, Nomad Soul." He gives you a pass.

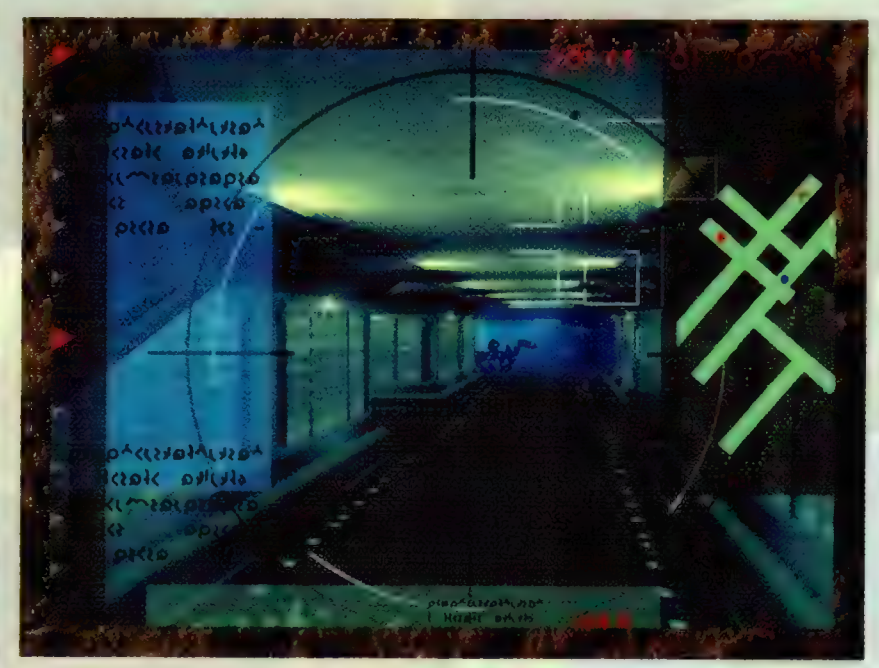


Go to the portal to Jaunpur. You will need to show your pass to the Mecaguard to enter. If you are still inhabiting Kay'l, you will have a small problem: Kay'l has been listed as a fugitive by Commandant Gandhar. The Meca will blow you to smithereens rather than admit you.

Luckily, a nurse, Ysmala'n, touches Kay'l's body, and his soul transfers to her.

Because the Mecas are expecting Kay'l, you can avoid this fate by approaching the portal with any inhabitable character other than Kay'l. If you already involuntarily inhabit another character (Plume or Syao), you can pass through unmolested. If you're still in Kay'l, you can simply let his fate play out or jump into any of the inhabitable characters in Anekbah or Qalisar.

However you handle it, pass through the portal to Jaunpur to initiate Act 2 of your adventure.



8

ACT 2, PART 1: JAUNPUR

OVERVIEW

SCENES

- The Temple Awaits
- Meet The Awakened
- Blow the Bridge
- Awakened TV
- Sanctification of Xenda'r's Beshe'm

IMPORTANT ITEMS

- Magic Rings
- Mana Potions
- Large Medikits
- Small Medikits
- Medium Medikits
- Candles
- Regeneration Potion
- KR100 Detonator
- KR100
- WCM Explosives
- Electronic Unit
- Key to Jaunpur Hideout
- Namtar's Key
- Insulating Spray
- Hydromagnetic Piston
- The Magic Signs of the Art
- The Book of Beshe'ms
- The Secret Rites of the Art
- Amepher Dew
- The History of Xenda'r Temple
- Ars Magica Volume XXXVII
- Drops of Shadow
- Cepher Leaf
- Powder from Dead Man's Skull
- Vyagrimukha's Jewel
- Beshe'm/Sanctified Beshe'm

INHABITABLE CHARACTERS

- Ganji (restaurant)
- Itzam'a (temple)
- Qazma'ad (tunnel—near supermarket east of Jaunpur)
- Tahim'a (bookstore—near temple)
- Jayli'n (docks—shooting sequence)
- Vosdan (supermarket—east of Jaunpur)
- Kuma'r (bridge)

NON-PLAYER CHARACTERS

- Jenna
- Namtar
- Dakobah
- Yob
- Krill
- Soks
- Meshka'n
- Boz

SAVE POINTS

- West of Anekbah Gate (near gun shop)
- Awakened Base
- Temple
- Beyond Gate of Xenda'r Temple
- Far Side of Bridge
- Docks
- Rooftops

WALKTHROUGH

From the instant you emerge through its gate, you can see that Jaunpur is a very different place.

Though it's somewhat smaller than Anekbah, the architectural layout of Jaunpur is much more confusing. To travel, consult your map, use your Slider whenever possible, and walk the narrow streets to familiarize yourself with the layout.

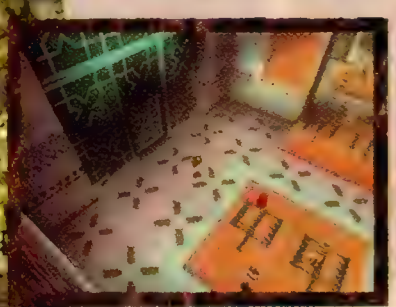
The trick to finding what you want in Jaunpur is to always keep your bearings, either intuitively or with the use of major landmarks.

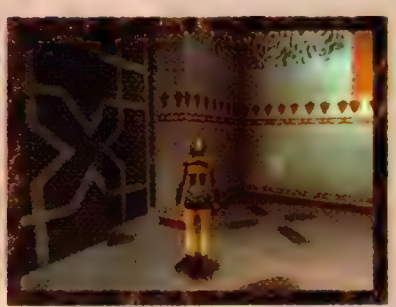
If you get lost, find a street and call your Slider to take you back to a familiar place (e.g., the Anekbah Gate).

THE TEMPLE AWAITS

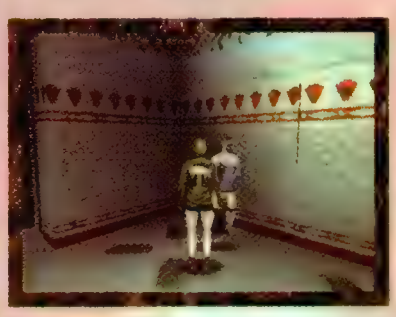
To begin, call the Slider and order it to take you to the temple. When you emerge, the temple is directly ahead of you, but there's no obvious way to get to it. If you face due east (check your map), you will see a man exercising along a wall ahead; to his right is an archway.

Pass under the archway and turn left, then left again, and go up a ramp. The door to the temple isn't exactly obvious; on the metal wall to the right, the center panel is outlined in green.



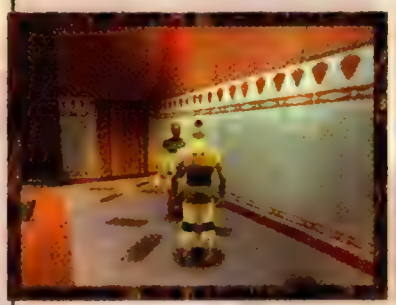


When you enter the temple, you find several worshippers and (to your right) a set of Rings.

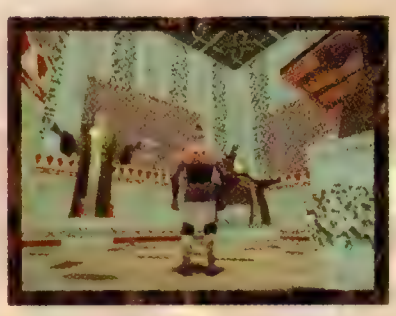


Explore the temple and you may bump into a likely candidate for reincarnation, the monk Itzam'a.

MEET THE AWAKENED



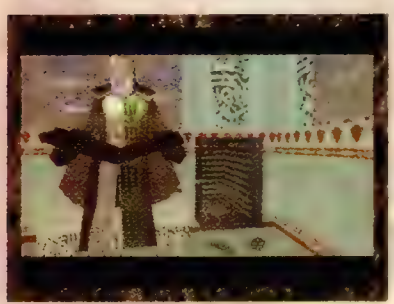
Continue through the temple toward the floating altar. You will see a man standing near two pyramid-shaped candles on the right. This is Yob, the man Jenna told you to meet. Talk to him and he leads you through a red door behind him.



Pass through a second door (unlocked by Yob) and enter a statue room. Yob, however, is nowhere to be found. Pick up the two candles on the base of one of the statues.

A WINDING PASSAGE UNTIL YOU COME TO A PAIR OF WHITE DOORS. THE ONE IN FRONT OF YOU IS JENNA'S CELL. TO THE RIGHT IS THE MAIN FLOOR OF THE BASE. TURN RIGHT AND GO THERE.

NOTE THE METAL DOOR PEEKING OUT FROM BEHIND ONE OF THE STATUES. TURN AROUND AND LOOK ON THE WALL FOR THE AWAKENED SYMBOL WITH A RED HOLE IN THE CENTER. PRESS ACTION TO CLIMB ATOP THE SARCOPHAGUS AND USE TELIS'S TALISMAN ON THE RED HOLE. THE STATUE ROLLS ASIDE, EXPOSING THE METAL DOOR TO A LIFT.



JUMP INTO THE LIFT AND RIDE IT TO THE UNDERGROUND BASE OF THE AWAKENED.

ENTER ONE DOOR, CROSS A BRIDGE OVER THE BASE'S MAIN ROOM, AND GO THROUGH ANOTHER DOOR. FOLLOW

You will meet again with Jenna, who (as should be obvious now) is a rather high-ranking member of The Awakened. Ever since your interrogation of her, she has known what you are, and she thinks you have potential. As a gift for declaring her innocent, she gives you a Regeneration Potion.

Follow Jenna to Dakobah's cell. She instructs you to come see her in her room when your meeting is over. Inside, you meet with one of The Awakened's leaders, a Yashu priest named Dakobah. From this conversation you learn:

1. Astaroth derives his power from the suffering of the souls he captures.
2. Omikronians are ignorant of the demons' existence. The Awakened are the only ones who know and are willing to fight them.
3. You can kill a demon only with your bare hands.
4. The Master of The Awakened is Boz, a Virtual Being also known as "The Rider." Dakobah will arrange a meeting with Boz.
5. You have been assigned to join Phalanx 5 of The Awakened.

Go to Jenna's cell to report on your meeting and your admission to The Awakened. She gives you a bit of history to put your initiation in perspective:

1. Omikron's planet suffered an ice age 2000 years ago, and a dome was built around the city to protect it.
2. The city has been governed for 500 years by a computer called "Ix." Ix commands Legatee Reshev.
3. Also powerful are the Trusts: Khonsu and Tetra. These organizations own and provide all goods and services. They keep standing armies and are in the midst of a war with one another. No one knows who heads the Trusts.
4. Reshev is a ruthless autocrat with considerable ambition for wealth. His is the friendly face that covers up the repression carried out by Reshev's security chief, Criff Mashroud.
5. The Awakened's mission is to throw off Ix's rule and replace it with a democratically elected government.

Tip

Use Jenna's Multiplan to deposit the Candles, the Jaunpur Pass, and any potions that you don't need immediate access to. Much of Act 2 involves shooting sequences rather than fisticuffs, so it is important to keep a good stock of Medikits in your Sneak in anticipation of a gunfight.

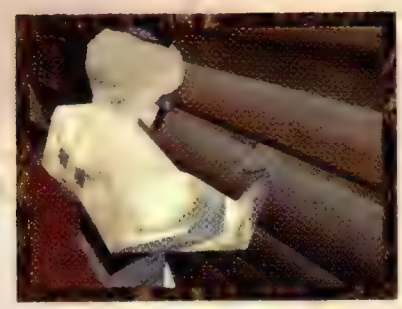
Enter Namtar's cell (left along the top level as you enter the main floor of the base) to meet your immediate commander.

He gives you a mission: blow up the bridge in Zone 12 to cut off Tetra's weapon supply line to the Omikron Police. Jenna will be your partner.

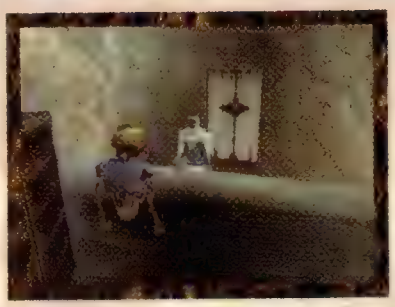
BLOW THE BRIDGE

Consult with Jenna. She advises you to introduce yourself to everyone at the base. Then, get the explosives for your mission and go to the bridge in Zone 12. You'll need to find a way to reach the pillars under the bridge and place the explosives at the base.

Time to meet your fellow revolutionaries. Turn left as you leave Jenna's cell and left into the second door. Turn right to introduce yourself to Krill. You find him on his bed (behind the red banners). The weapons specialist seems a bit hostile. Still, if you ask him (and you must) which kind of explosives suit your mission, he will tell you: KR100. He also instructs you to Use the Detonator on the KR100, plant the bomb, and get out of range in five seconds.



Take the Detonator from the cupboard before you leave.



Return to the main floor and look for Soks, the supply droid. His shop is on the lower level, behind a small door near the Rings. He complains a bit much (mostly about moisture), but he has everything you need to be a good insurgent. After he questions.you about what kind of explosives you'll need, he presents you with the KR100.

Visit Yob in his cell/training room on the lower level opposite Soks' shop—it's the farthest left of the two doors. Converse with him and spar a bit before taking your leave.

Finally, go to the door next to Yob's to meet Meshka'n. You learn:

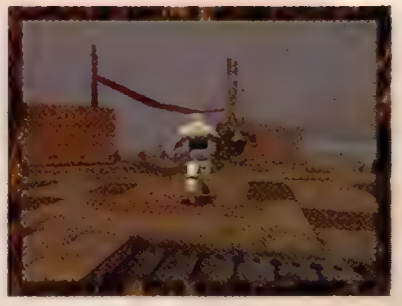
1. He believes you are the "Nomad Soul," a prophesied savior of Omikronian legend.
2. He has the power to project his soul and observe the "Probability Wave." This allows him to predict the future.
3. He can predict your future in exchange for 10 Magic Rings.

Tip

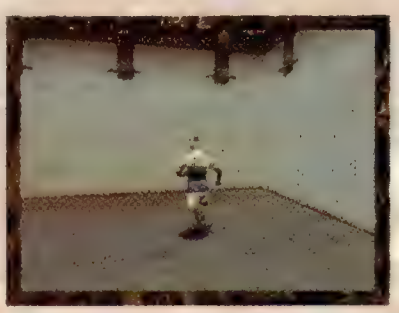
Go to the Multiplan and extract all of the Medikits and weapons you can carry. If you're short on either, visit the gun shop or drugstore before heading to the bridge.

To exit the base, find the secret elevator in the same hall as Jenna's cell. As you come through the door from the base's main floor, go straight and follow the path until you see a hall leading off to the left. Go down the hall and ride the lift to the surface.

Exit the elevator in this small alcove of doorways. Follow the path out and keep making left turns until you arrive at the street. Call your Slider and go to the bridge in Zone 12.



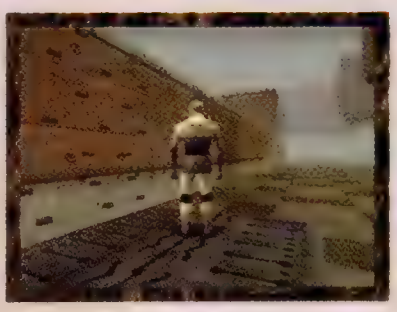
When you arrive, the bridge will be straight ahead, guarded by a Meca. Run up the ramp to the bridge and survey your task. You'll have to find a way to get down to the bridge supports to make this work.



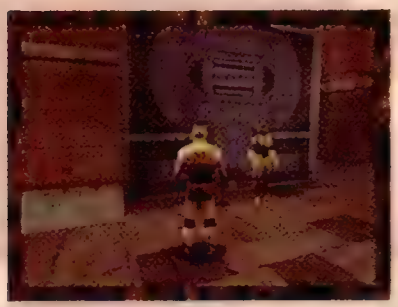
Cross the bridge and head south. Note (and use) the set of Rings floating in a distant corner.

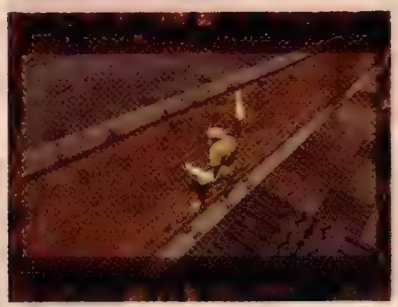
Tip

Save now.



As you walk south toward the docks, you will pass by a wall with some metal studs in it—these would make perfect handholds for climbing over the wall.





Ignore these for now; you'll come to a large door manned by a guard. Wouldn't your mission be easier if everyone thought you were a guard?

Reincarnate into the guard, Jayu'n, and scale the wall at the handholds. When you drop inside, you'll see your auto-save position. Walk past it and the shooting sequence begins. Your mission is to go through the freight yard to the docks. The door, however, is guarded by two Mecaguards. You need to draw them away from their post by causing an accident with the freight yard's crane (pulling two switches in sequence will do the job).

You'll immediately notice that no one is shooting at you because you look like one of them. Sweet! As long as you don't shoot anyone and don't pull any switches, you'll have all the time you want to scout the area before attacking. Your goal should be to locate the switches and the exit and then go to

THE FIRST SWITCH AND PULL IT. THEN YOU CAN SHOOT WHOMEVER YOU LIKE.

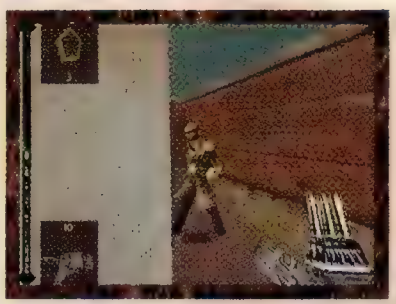
TO FIND THE SECOND SWITCH (WE'LL FIND SWITCH #1 IN A MOMENT) AND THE DOOR TO THE DOCKS, GO FORWARD FROM THE RINGS AND TAKE THE FIRST LEFT. GO STRAIGHT AND TURN LEFT AT THE END OF THE AISLE. THE SWITCH (#2) WILL BE ABOUT HALFWAY DOWN ON THE RIGHT. YOU CAN'T PULL IT YET.

FROM SWITCH 2, WALK FORWARD AND TURN RIGHT AT THE WOODEN BOX AT THE END OF THE AISLE. AT THE CORNER, TURN RIGHT AGAIN AND YOU'LL SEE TWO MECAS GUARDING THE DOOR TO THE DOCKS. RETRACE YOUR STEPS TO THE RINGS.

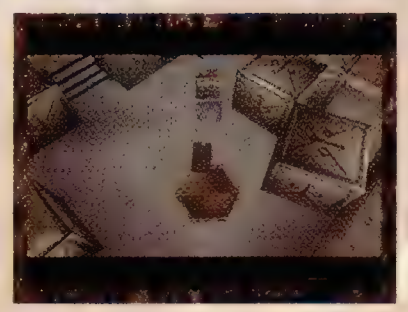
WALK FORWARD FROM THE RINGS AND TURN LEFT AT THE CORNER NEAR THE BIG METAL DOOR. AT THE T-INTERSECTION, TURN RIGHT.

GO STRAIGHT TO A LARGE STACK OF PIPES AND TURN LEFT. TAKE A COUPLE STEPS FORWARD AND TURN RIGHT. WALK ANOTHER FEW STEPS AND TURN LEFT IN FRONT OF THE MECADOG. TURN RIGHT AT THE CORNER AND GO STRAIGHT TO THE CORNER OF THE WALL.

GO STRAIGHT AND LEFT AROUND A METAL BOX. FOLLOW THE PATH AROUND TWO LOUNGING GUARDS TO FIND THE FIRST SWITCH. NOW YOU ARE READY TO ROCK.

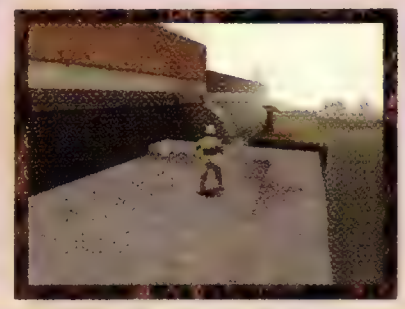


GUN DOWN THE TWO GUARDS NEARBY AND PULL THE SWITCH BY PRESSING ACTION. RETRACE YOUR STEPS BACK TO THE RINGS AND CUT A PATH TO THE SECOND SWITCH.



WHEN YOU PULL IT, YOU'LL SEE THE CRANE SELF-DESTRUCT, AND THE TWO HULKING MECAS RUN TO SEE WHAT ALL THE RUMPUS IS ABOUT.

RUN BEHIND THEIR TURNED BACKS AND HEAD FOR THE NOW UNGUARDED DOOR. GO THROUGH IT TO END THE SHOOTING SEQUENCE.



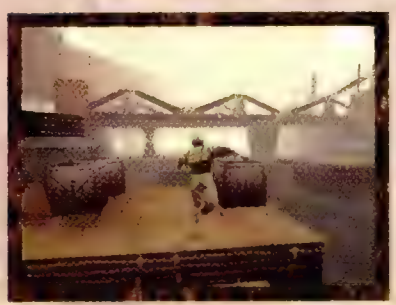
ON THE DOCKS, YOU WILL AUTOMATICALLY PULL A SWITCH. THIS LOWERS A PLATFORM, GRANTING YOU ACCESS TO A BARGE PARKED BELOW. JUMP DOWN

TO THE LOWERED DOCK AND NOTE THE RINGS QUIETLY ROTATING TO YOUR LEFT.

Tip

SAVE NOW.

JUMP ONTO THE FIRST BARGE AND PRESS ACTION TO PULL THE SWITCH.

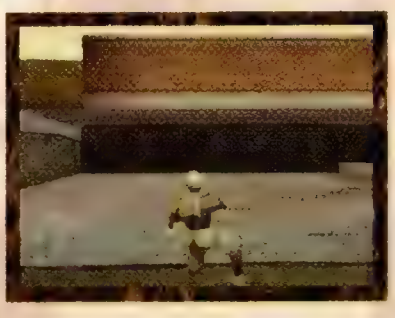


THE BARGE SAILS OVER TO ANOTHER BARGE. JUMP ONTO IT AND PICK UP TWO MAGIC RINGS HIDING BEHIND A BOX.

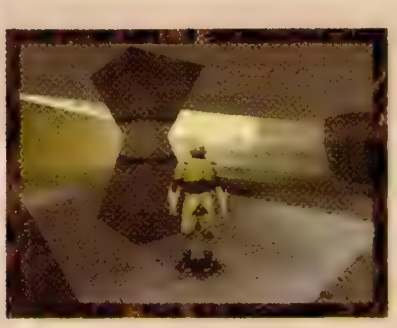
DIVE INTO THE WATER AND SEARCH FOR A SUBMERGED BARGE. NEXT TO IT, A LONG WOODEN SWITCH JUTS UP FROM THE BASE OF THE CANAL. PULL IT BY PRESSING ACTION AND THE BARGE WILL SURFACE. HOWEVER, IT'S TOO HIGH FOR YOU TO CLIMB UPON.

SWIM TOWARD THE EASTERN SHORE OF THE CANAL (THE CITY SIDE FROM WHICH YOU CROSSED EARLIER) WHERE A PLATFORM FLOATS NEXT TO THE EDGE. CLIMB ONTO IT BY PRESSING ACTION WHILE TREADING WATER AT THE SURFACE. PULL THE SWITCH TO ASCEND TO THE SHORE.

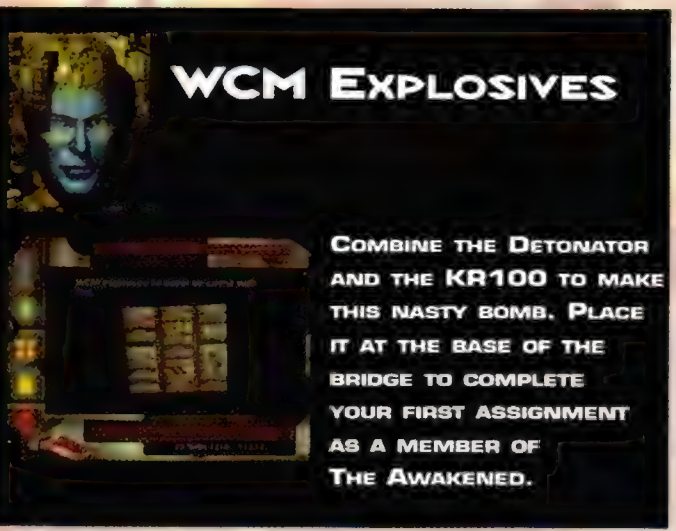
WALK TO YOUR LEFT TO A CONTROL PANEL AND PULL THE HANDLE TO POSITION THE LAST PLATFORM.



WITH EVERYTHING IN PLACE, JUMP BACK INTO THE CANAL AND SWIM BACK TO WHERE YOU STARTED ON THE DOCKS (YOU'LL NEED TO FIND A LOW POINT TO CLIMB ON). JUMP ON EACH PLATFORM IN SEQUENCE UNTIL YOU GET TO THE BRIDGE PILLAR.



IF YOU HAVEN'T ALREADY DONE IT, SELECT THE DETONATOR AND USE IT ON THE KR100. THE RESULT IS A BOMB (WCM EXPLOSIVES). STAND NEXT TO THE PILLAR AND PRESS ACTION TO PLACE THE BOMB.



Now you have a choice. You have five seconds to jump into the water before the bomb explodes. If you do, you keep your current character. If not, he/she dies and you'll be reincarnated in Kuma'r, a passerby. Either way, you return automatically to the base of The Awakened.

AWAKENED TV

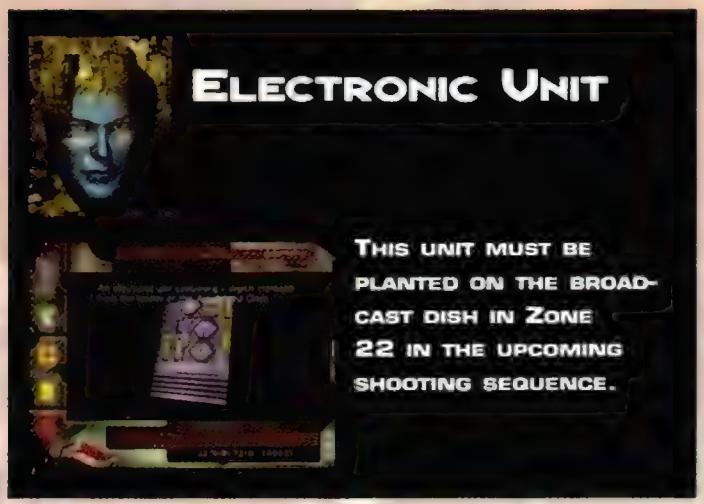
Go to Namtar's cell and speak to your boss. Accept his congratulations and indicate your desire for another mission. To pave the way for an Awakened pirate message over the Transcan broadcast system, you must plant a device on the broadcast dish in Zone 22.

First, you'll need to go meet a contact to get the pirate device. Go to the bookstore in Zone 9 via your Slider. From where your slider drops you off (near the bank), turn right and go straight until you reach a building.

Turn right and immediately left. Walk forward past a restaurant (which, by the way, hosts Ganji, an Inhabitable Character). Farther along, down a couple of ramps, you will see the bookstore on the right.

Enter and descend the spiral staircase. Talk to the man standing on the store's right side.

Show him Telis's Talisman and he'll put the pirate device on the shelf. Pick it up and leave the store.

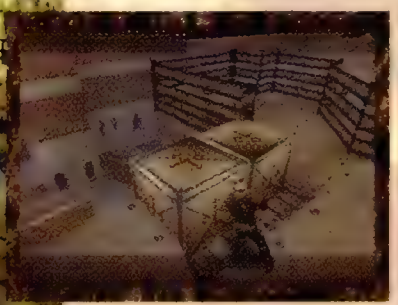


DRIVE YOUR SLIDER TO ZONE 22 ROOF ACCESS. ONCE THERE, WALK EAST THROUGH A GATEWAY (FROM THIS POINT ON, YOU WILL BE OFF THE JAUNPUR MAP AND ON THE ONE PICTURED BELOW).

Go through a second gateway door into an open area. To your right are a supermarket and a sewer tunnel, each containing very diverse inhabitable characters.

Follow the iron fence on your right. When it ends, look for an alley to the right. One of the walls has handholds that could function as a fine ladder.

Climb the handholds. Note the Rings and look below to see a Mecaguard covering the door to the broadcast dish.



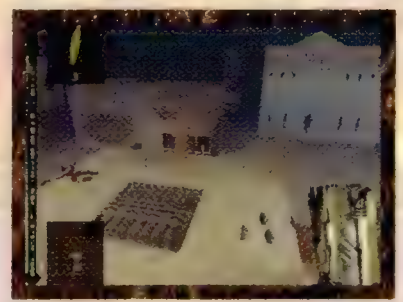
Walk to the second crate and press Action to push it over the edge. The weight of the crate disables the Meca. Climb back to the ground by standing near the top of the ladder and pressing Action.

Tip

Save now.

Walk around the fallen Meca and through the door. There, step onto the crane and press the big red button. At the top, you'll be provided with an auto-save point.

From the first platform, jump to the square building ahead and to the left. Climb down to the lower roof via the handholds.



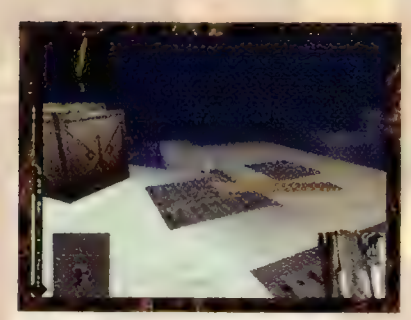
Sneak carefully forward and right to another set of handholds. Climb down to the lower roof below.

Cross the wood plank to the next building.

Continue straight from the plank and jump to the next building—you'll need a good, running start to make it. From here, climb down the handhold ladder to the ground.

Walk forward to the second alcove on the left, where a ladder climbs high atop the next building.

Turn left and follow the building to a plank heading right (do *not* step onto the left plank).



Go down a short ramp to another plank leading down and right.

Turn left and descend a ramp to a lower rooftop.

Cross the plank to the right to the building adorned with stars.

Turn left and descend the handholds to the ground.

Turn left and walk to the corner (marked by some very dry palm trees). To your left is the transmitter tower.

Pivot left and cross in front of the tower. Turn left again at the end of the tower. Make one more left to face a ladder leading up.

Rotate left to see another ladder leading up to the dish itself.

Approach the transmitter and press Action to plant the pirate device.

Watch the pirated message and get your first view of Boz.

Now the hard part: getting out. Fortunately, you have a new auto-save position here.

Pick off as many enemies as possible from the safety of the dish roof. Note that you will not be able to fell Mecaguards, though you can outrun them. Once you've scoured the horizon, descend to the floor and retrace your steps to where you descended from the star-encrusted building.

Move past the ladder on the starred building and turn right.

Take the first left. Then go right and left.

Head straight toward the fence and turn right at the corner.

Go straight until you see a ladder on your right.

Turn right and stand as far back in the line of boxes as possible. Run toward the next building and jump to reach it.

Turn left and descend the ladder to a lower roof.

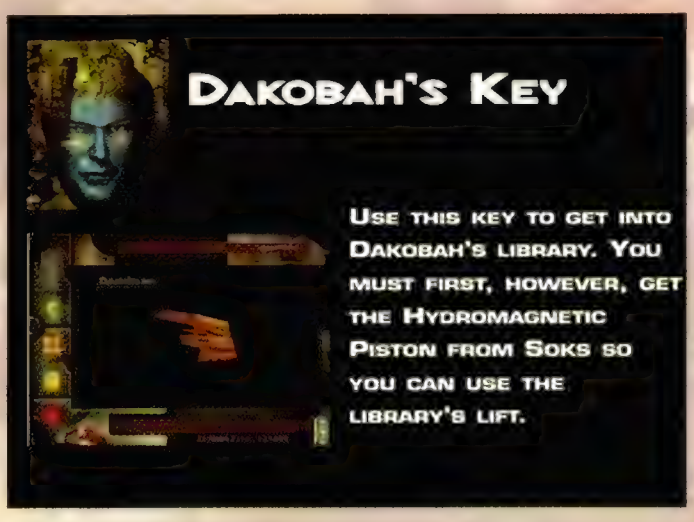
Run and jump to the roof directly across from the bottom of the ladder. Your escape will be narrow but successful. You return automatically to Awakened HQ.

Upon your return, you speak with Jenna. She congratulates you but was surprised that the antenna was so well guarded. Report to Namtar's cell to inform him of your success.

Namtar tells you to take a rest as a reward for a job well done. He gives you the key to a hideout at 8250 Konera Street, Jaunpur.

Sanctification of Xenda'r's Beshe'm

Go visit Dakobah; he offers to teach you sorcery. To cast a spell, he tells you, you need a sacred bowl (called a "Beshe'm") and the ingredients to mix in it. Magic, he says, also exists in charged parchments and potions. Dakobah gives you the key to his private library so that you may study the Ancient Art.



Before going to study, go to the floor of the base and talk to Soks. He complains again of his difficulties with dampness. If only you could help him.

Turn left and go to a nearby table to pick up a can of Insulating Spray.

Insulating Spray

Give this gift to the robot, Soks, and he will give you something valuable in return.

He gives you what seems, at the moment, a useless present: a Hydromagnetic Piston. You never know if it will come in handy.

Hydromagnetic Piston

Use this piston on the lift in Dakobah's library to repair it and reach the upper shelves.

Go to Dakobah's library (the large door to the left of Dakobah's cell) and rummage around on the lower floor. There's a chest here, but it's locked. A Life Potion sits on the desk. Two books on the shelves stand out: *The Magic Signs of the Art* and *The Book of Beshe'ms*.

The Magic Signs of the Art

It says: "Sorcerers have a secret language based on magic signs. The meaning of most of these has been lost over the centuries, and with it the fabulous knowledge of the magicians of Phaenon. Symbols related to numbers are of particular importance for magical purposes. These have survived to our day. There are no doubt others that may one day be discovered."

Consult this numeric equivalence guide shortly to solve the mystery of Xenda'r's door.

The Book of Beshe'ms

The Beshe'm is the sacred bowl in which the ingredients of a spell must be mixed. It is a magic bowl that was made according to the secret rite of Yelamainn. It is the meeting point of the telluric and cosmic forces from which the Art derives its power.

The Beshe'm must be in harmony with the mental energy of the sorcerer it belongs to. Each Beshe'm can be tuned to only one spirit at a time.

In order to use a Beshe'm, it must be attuned to the spirit of the sorcerer by means of the Resonance Ceremony.

A spell can be created by mixing two ingredients in a Beshe'm. To do so, select the Beshe'm first, then add the two ingredients of the spell.

Go to the broken lift next to the shelf and Use the Hydromagnetic Piston on it. It now functions properly and takes you to the upper level of the library.

Search the upper stacks for *The Secret Rites of the Art*, Amepher Dew, *The History of Xenda'r Temple*, and *Ars Magica Volume XXXVII*.

The Secret Rites of the Art

The Resonance Ceremony

Man grows up on the earth.
The Beshe'm shines at the zenith.
Three drops of Shadow fall from the ether.
From the levant comes the Cepher Leaf.
From the sunset comes the Amepher Dew.
Skull Powder rots in the earth.
Two candles light the way
Between Man and infinity.

Amepher Dew

This is one of the items necessary for the Beshe'm sanctification ceremony. Place it at the 10 o'clock position.

The History of Xenda'r Temple

Xenda'r Temple was built by the great sorcerer, Xenda'r, in 890 of the Masa'u era.

It was a secret temple, deep in the foundations of his house. The greatest sorcerers of Phaenon met there regularly to exchange secrets about the Art and take part in secret ceremonies.

Xenda'r's Beshe'm was one of the most powerful ever made. The legend recounts that the great master took it with him to the grave, which is reputed to be inside the temple itself.

The precise location of Xenda'r Temple is unknown to us today.

Ars Magica Volume XXXVII

Unmask a Demon spell

To force a demon with a human appearance to reveal his demoniac nature, mix a Sham Horn and Dew of Light in the Beshe'm.

Tip

Download the Candles from the Multiplan terminal.

Descend the lift and go to the hallway outside Jenna's cell. At the end of this hall is a blocked door containing the same symbols shown in *The Magic Signs of the Art*. Some of the symbols, however, are not in the books. You can deduce the meaning of these codes because the marks on these doors are simple addition equations (previously unknown symbols in **bold**:

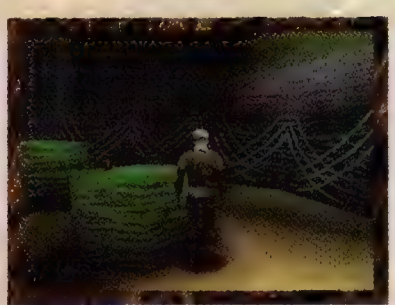
- *Upper left: 6+2=8*
- *Lower left: 8+6=**14***
- *Upper right: 3+3=6*
- *Lower right: **10**+4=14*

Jot down the symbols for 10 and 14 and go to the hall outside Krill's cell.

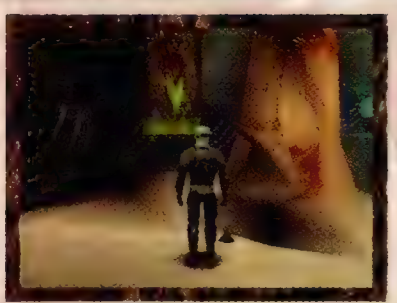
Here another door seems more accessible. Approach it and press Action to view the locking mechanism. Do the math. The solution is:

- *Lower left: 5+9=14*
- *Upper left: 4+6=10*
- *Upper right: 6+1=7*
- *Lower right: 7+2=9*

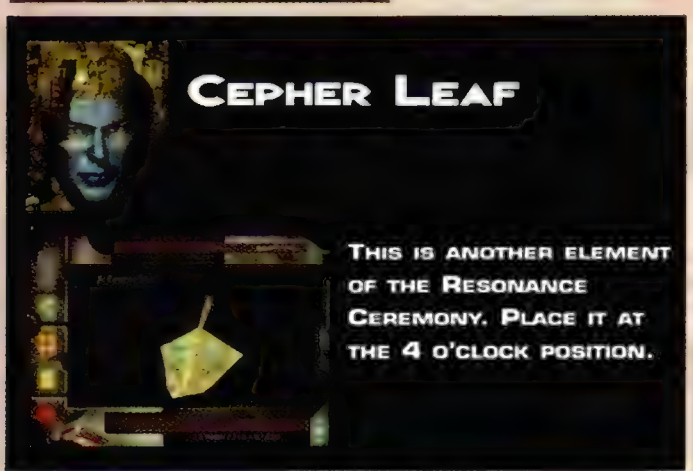
Dakobah congratulates you on finding Xenda'r Temple. You may find the Beshe'm within.

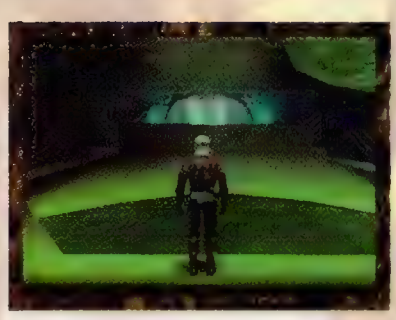


Venture inside. A green platform on the right holds five Magic Rings and Drops of Shadow.



AT THE BASE OF A LARGE TREE, PICK UP A CEPHER LEAF.

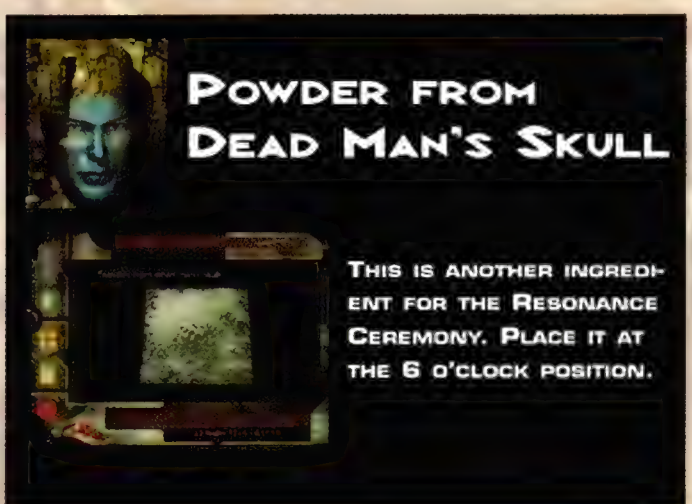




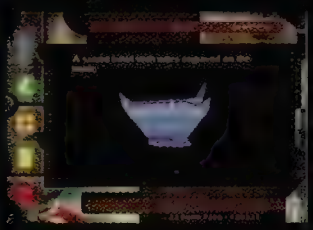
THE DOOR AT THE HEAD OF THE ROOM IS LOCKED. JUMP INTO THE WATER AND SWIM TO A POOL BEYOND THIS DOOR.

DESCEND THE PATH TO THE LOWER FLOOR, NOTING THE RINGS NEAR THE POOL.

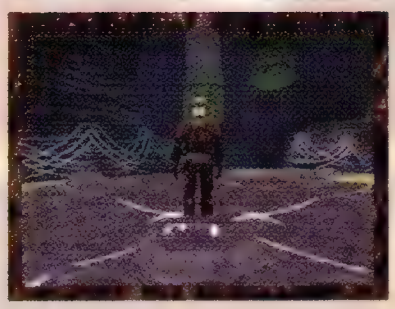
AT THE BASE OF THE RAMP LIES THE BODY OF XENDA'R, THE SORCERER. SEARCH AROUND HIS BODY FOR POWDER FROM DEAD MAN'S SKULL, VYAGRIMUKHA'S JEWEL, AND THE BESHE'M.



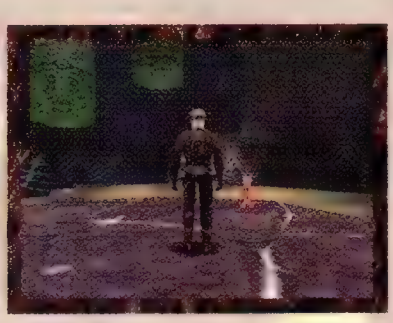
BESHE'M



THIS POWERFUL RELIC IS ESSENTIAL TO PRACTICING THE ANCIENT ART. YOU MUST FIRST, HOWEVER, SANCTIFY THE BOWL VIA THE RESONANCE CEREMONY.

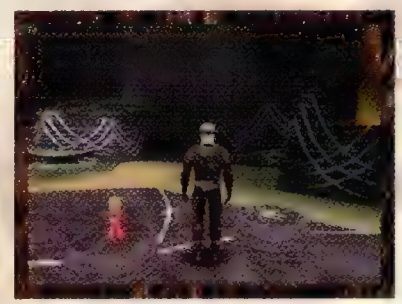


TO SET UP THE CEREMONY, STAND AT THE CENTER OF THE ROCKY PLATFORM IN THE MIDDLE OF THE ROOM, FACING XENDA'R'S CORPSE.



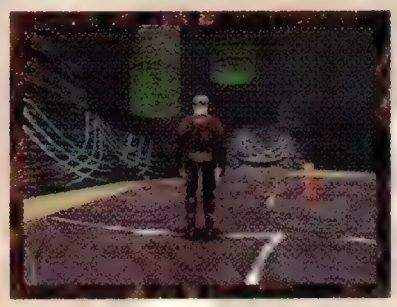
PLACE THE CANDLES ON THE TWO UNMARKED PLATFORMS TO YOUR RIGHT AND LEFT.

PLACE THE DROPS OF SHADOW AT THE 12 O'CLOCK POSITION.



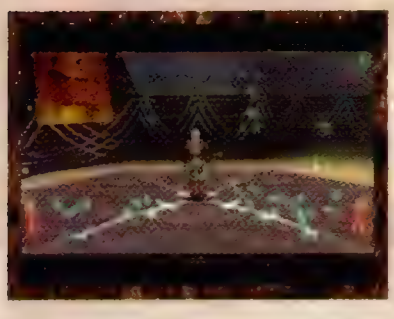
PLACE THE CEPHER LEAF AT THE 4 O'CLOCK POSITION.

PLACE THE SKULL DUST AT THE 6 O'CLOCK POSITION



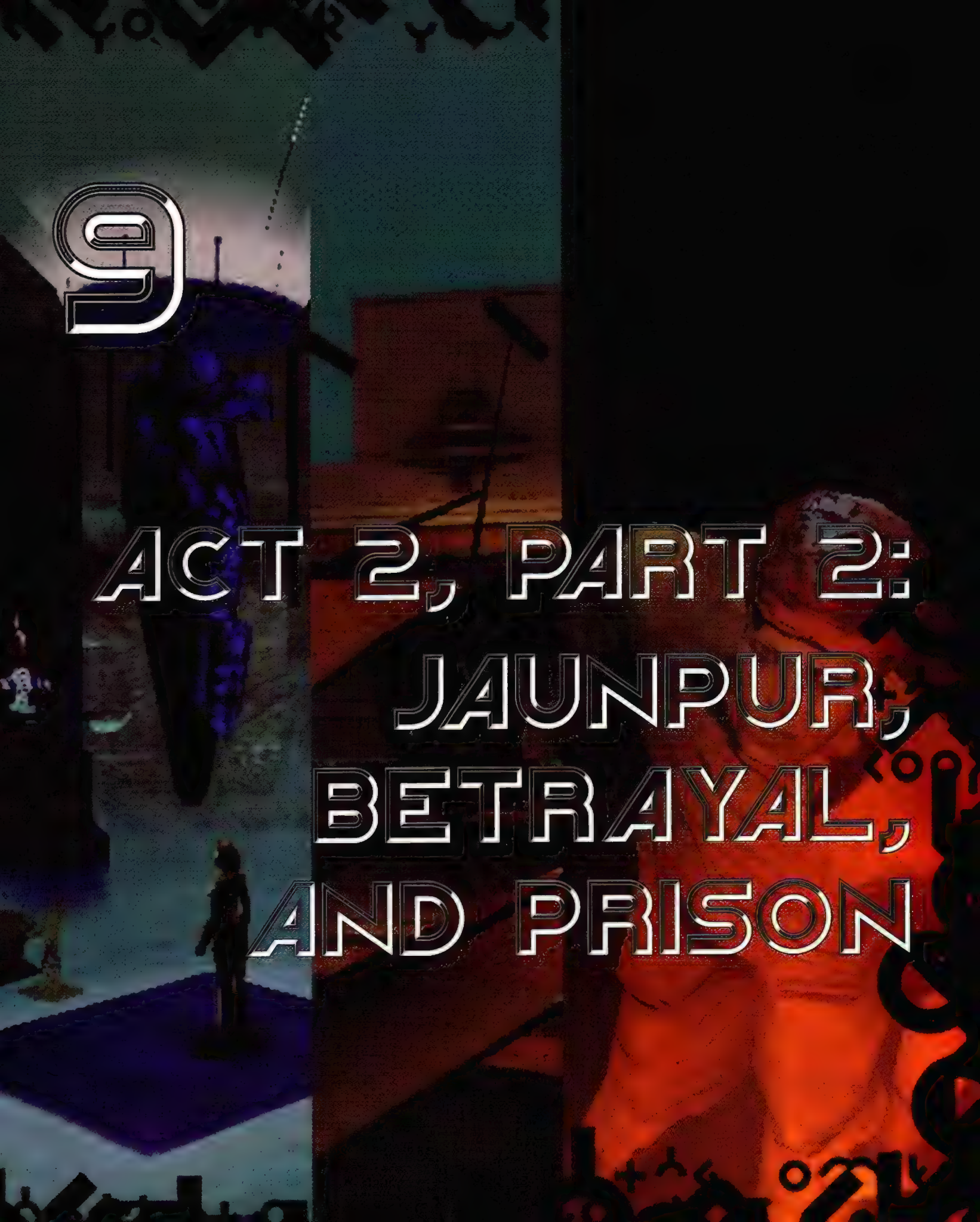
PLACE THE AMEPHER DEW AT THE 10 O'CLOCK POSITION.

PLACE THE BESHE'M ON THE CENTRAL PODIUM.



Step back to the intersecting lines near the middle of the platform and the ceremony begins. Pick up the Sanctified Beshe'm and head back to the base. There, talk to Dakobah and show him the Beshe'm.

Now it's time for a little relaxation in the Awakened's hideout.



9

ACT 2, PART 2: JAUNPUR, BETRAYAL, AND PRISON

OVERVIEW

SCENES

- Chill at the Hideout
- Tetra Sabotage
- Escape from Pamoka
- Unmasking a Traitor
- Meeting Boz

IMPORTANT ITEMS

- Magic Rings
- Mana Potions
- Large Medikits
- Small Medikits
- Medium Medikits
- 8 Time Bombs
- Ad for the Wikis Garden
- Plan of Sewers in Zone 9
- Tetra 1 Pass
- Bowl
- Guard's Key
- Screwdriver
- Meshka'n's Journal
- Meshka'n's Key
- Acid
- Dew of Light
- Namtar's Key
- Demoniac Cube
- Sham Horn
- Unmask Demon Spell
- Ars Magica Volume XIX
- Pass to Lahoreh

INHABITABLE CHARACTERS

- Ganji (restaurant)
- Iman (gun shop)
- Itzam'a (temple)
- Qazma'ad (tunnel—near supermarket east of Jaunpur)
- Tahim'a (bookstore—near temple)
- Bahimy'l (Tetra—shooting sequence)
- Zao'r (Pamoka prison)

NON-PLAYER CHARACTERS

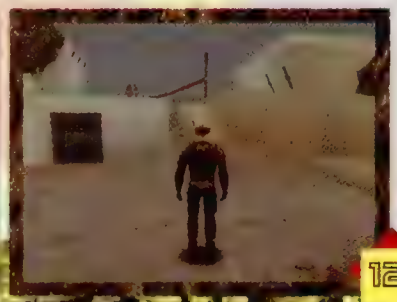
- Jenna
- Namtar
- Dakobah
- Yob
- Krill
- Soks
- Meshka'n
- Qazef
- Mashroud
- Boz

SAVE POINTS

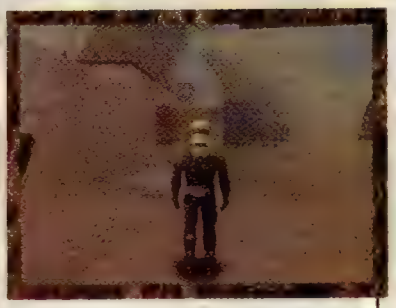
- West of Anekbah Gate (near gun shop)
- Awakened Base
- Temple
- Beyond Gate of Xenda'r Temple
- Tetra Locker Room
- Rooftops
- Awakened Hideout
- Prison Cell
- Boz's House

WALKTHROUGH

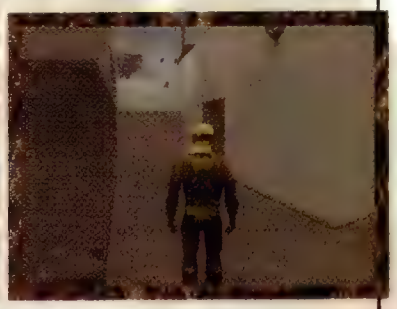
CHILL AT THE HIDEOUT



Leave the Awakened base and drive your Slider to the hideout. From where the Slider lets you off (across the street and facing away from the bank) turn left and run to the right of a building with a gray metal door.



Walk around the building and under the Kloops Beer sign. Turn right at the wall decorated with blue mosaic tiles.



Turn right at the corner, go under a short wooden bridge, and veer right. Take the second right to find the hideout's door.

As you unlock the door, note the Rings in the hole in the wall to your right. Descend the stairs to the left into the safe house's main room. Jenna is waiting to talk to you.

TETRA SABOTAGE

No time to rest—a new mission has arisen. You are to infiltrate the Tetra Trust's factory and sabotage the production facilities for a new generation of Mecaguard, the Z-Tech 4000. Once inside, you must place eight time bombs on assembly line control panels. You are to meet with a man named Qazef (in the gun shop near the Anekbah Gate) to find a secret entrance to the factory.

Pick up the detonators, two Magic Rings (on the bed), 100 Seteks (in a drawer), Kloops Beer and Xiam Noodles (on the desk), an Ad for the Wikis Garden (on the chest), and a Large Medikit (in the shower).

8 Time Bombs

Place these bombs on the control panels in the Tetra factory to complete your next mission. To plant the bombs, approach the control panels (white, glowing pedestals) and press Action. A message will confirm that you've placed the bomb.

Ad for the Wikis Garden

This notice adds the Wikis Garden to your map. This is the location of the secret door mentioned by the beggar in Anekbah. When you have a moment, go to the garden, find the door hidden in the far corner, use the Beggar's Pass, and gain access to a massive stash of magic items and texts. Doing this also spawns a secret inhabitable character. Once you find the Magic Cache, go back to the temple in Qalisar; you'll find him praying at the altar.

Tip

Go to the Multiplan terminal and deposit everything except the 8 Time Bombs, the Reincarnation Spell, any potions or Medikits, and any weaponry. Download any firearms, ammo, or health care items that you've stored for later.

Take your Slider to the gun shop to meet Qazef. The shop is below street level, west of the Anekbah Gate.

Qazef won't speak to you about the Tetra factory, and there's nothing you can do to change his mind. There must be another way to get the information out of him.

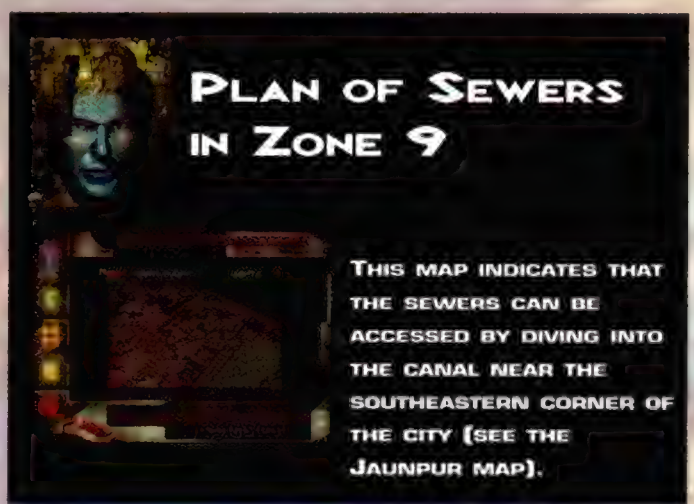
Scope the woman lounging by the gun rack. Iman is not only one of Jaunpur's many inhabitable characters, she is one you must use to continue. Reincarnate into her.

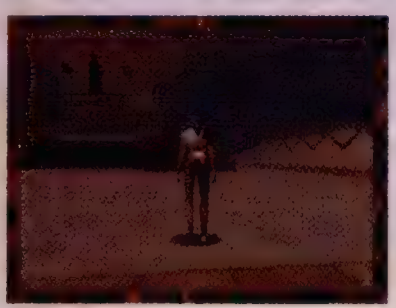
Tip

Actually, there are three ways to get the info out of Qazef. The first is to use Iman. The second is to talk to him in the body of any female character (he's not picky). The third is to give him a Truth Spell: a Wiki fruit and Dead Man's Tongue.

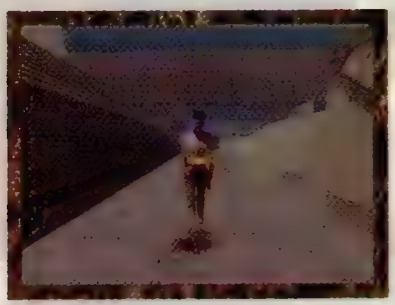
Now talk to Qazef in your new body. Funny, he seems much friendlier. Ask him what you want to know in exchange for some of your "time." Qazef spills that the factory is at 2130 Madeeb Street, and you can gain entry via the sewers. He, however, doesn't know exactly where; you'll need a Sewer Map from one of the bookshops. Now leave him hanging and go about your business.

Go to the bookstore near the temple and buy a Sewer Map.





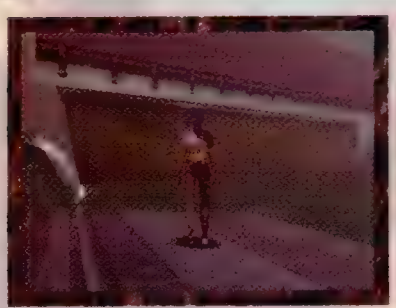
Call your Slider and take it to the Tetra headquarters.



Turn right at the wall marked with a star.

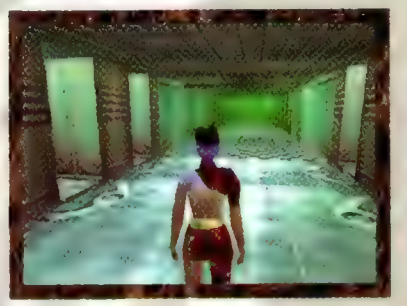
Veer right down the hall adorned with blue mosaic tiles.

Continue west a few paces to the canal's edge and a ramp down to the water.



Dive into the water and search nearby for a lever. Pull it (by pressing Action) and the door to the sewers opens.

Climb out of the filthy water and you'll receive a transmission from Jenna.



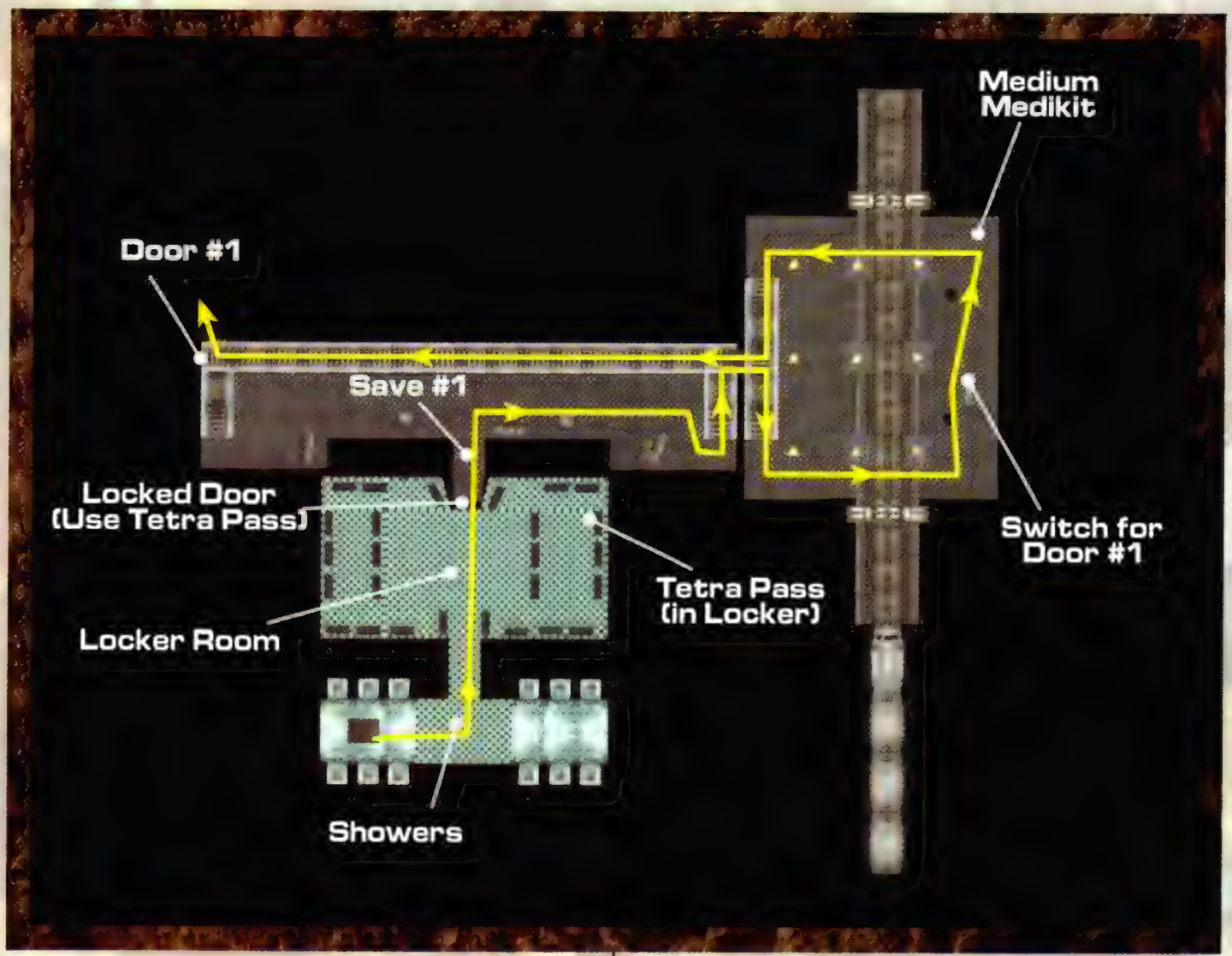
Walk forward and drop into the showers of a locker room. Don't get too close to the men in the showers unless you want to fight them. Note the Rings here.

Tip

Save now.

As you enter the locker room, a brute attacks you. Fight him to the death and note the symbol tattooed on his chest.

Find a locker with the same symbol and open it to pocket the Tetra 1 Pass and a Large Medikit.



Use the Tetra 1 Pass to go through this door and begin the shooting sequence.

This is a very long and grueling quest. Fortunately, there are several auto-save spots along the way and navigation is considerably easier than in previous sequences.

Your basic mission is to plant eight bombs on eight of the consoles scattered throughout the base and escape the base before the bombs detonate (15 minutes).

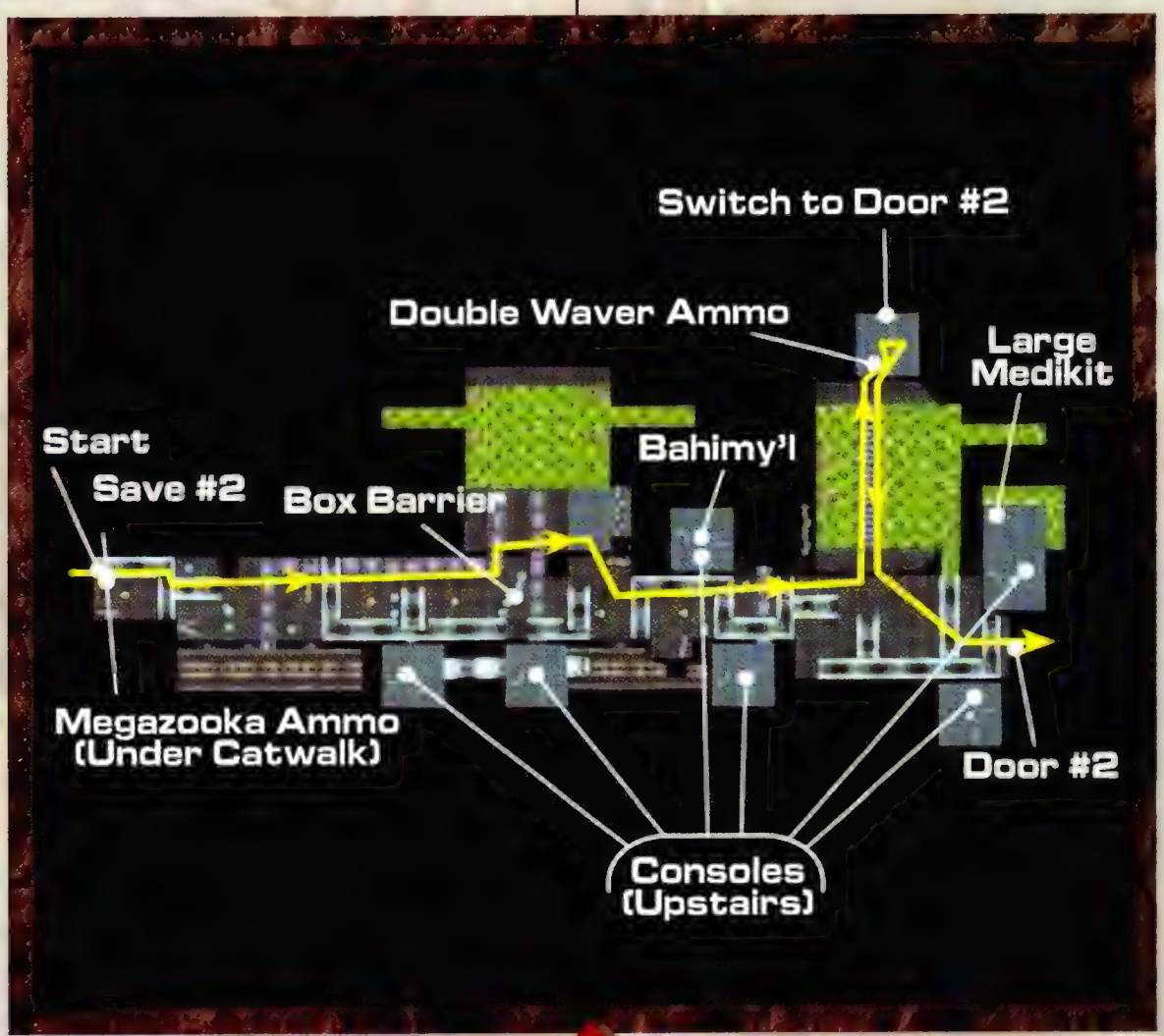
Pass the auto-save rings and get ready to rumble. Turn right and go up the staircase at the end of the room.

Go through the door at the head of the stairs and head down toward the tracks.

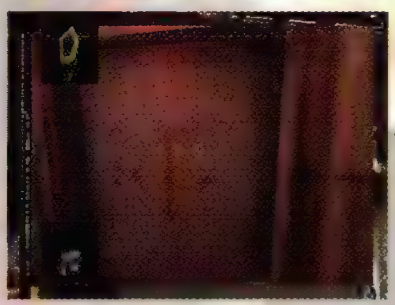
Stand against the wall from which the train enters and run across the tracks as soon as the train passes—you don't have much time.

Go to the control console and press Action to open a door back in the initial room. Return the way you came and go back through the door.

Run across the catwalk to the newly opened door. Pass through, briefly exiting Shooting Mode, and go through the next door. An auto-save station awaits.



Go forward and descend the stairs. Push forward through the room to a staircase leading up to a catwalk and a door.

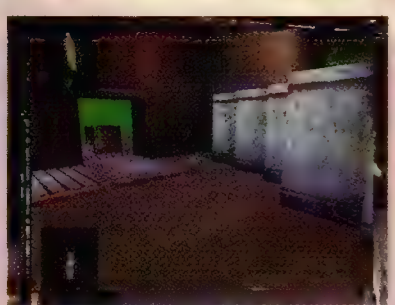


Look for these doors throughout the level; most of them contain the control panels you seek.

This is what the consoles look like. Simply walk up to them and press Action to place the bomb; you'll get a message confirming your action. Don't, however, do it now.

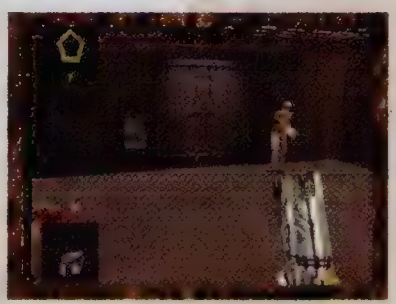
Tip

The clock starts ticking as soon as you place the first bomb. Therefore, don't plant one until you clear this entire area and open the door at the end of the room.

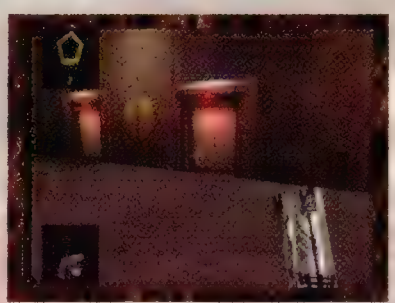


Continue through the room until it's blocked by boxes. Run into the hatch to the left, but stay off the conveyer belts. Go through the door to the other side of the line of boxes and continue across the room.

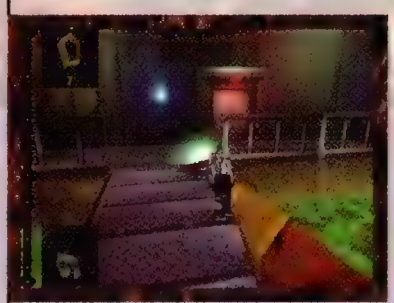
When you enter one of the side rooms, you will switch out of Shooting Mode. A guard, Bahimy'l, sits slumped against the wall. Reincarnate into him to operate stealthily for the next few moments. Remember, don't shoot anyone or place any bombs or you'll blow your cover.



Walk out of the room and go to the end of the hall. The metal door here is locked tight.

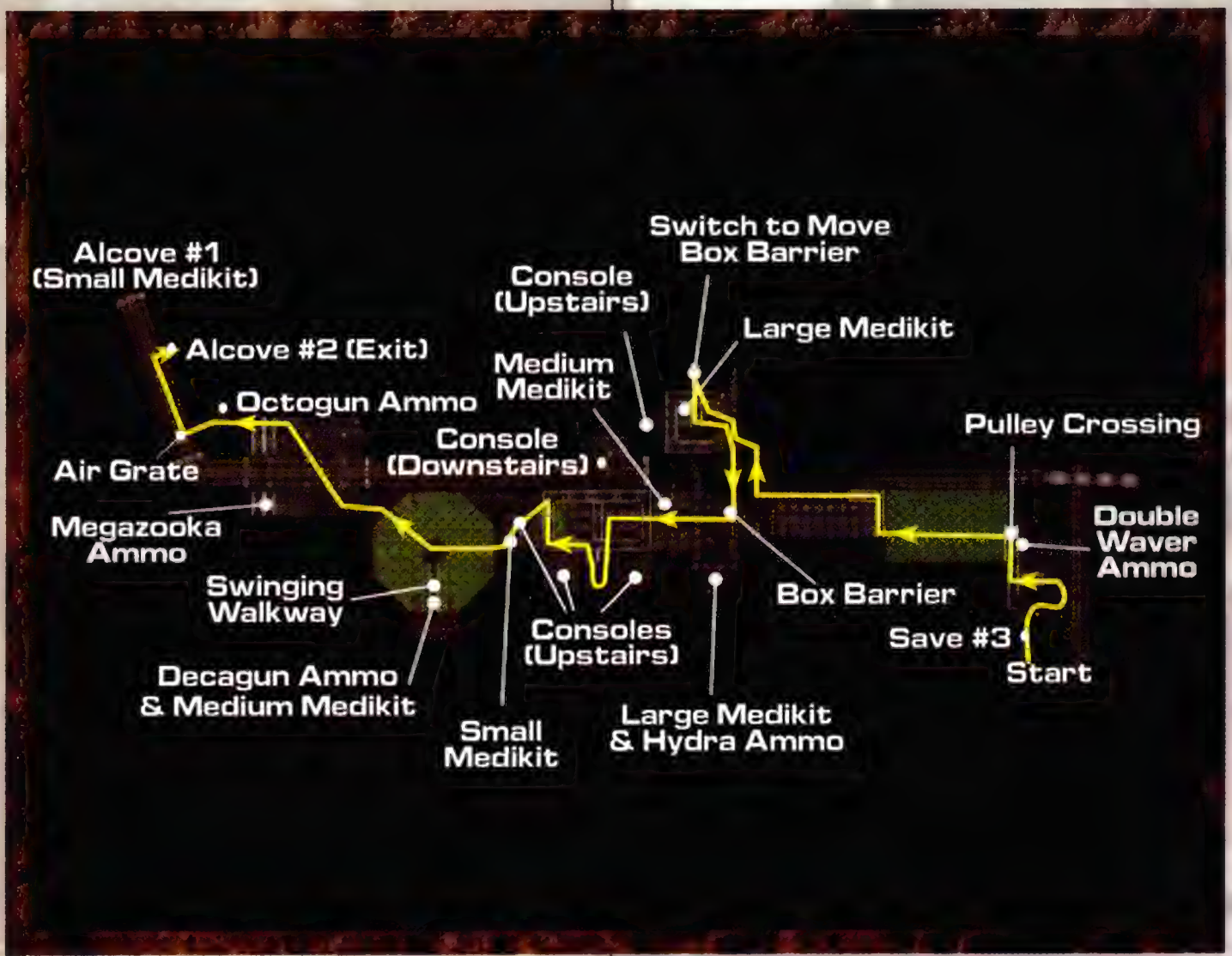


Turn left and go through either of the doors to a bridge room.



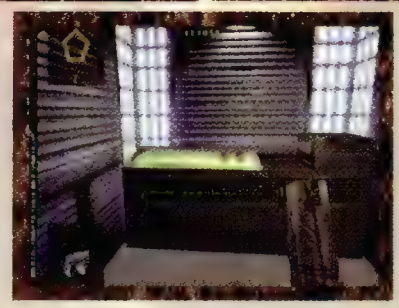
Once through the door, it's OK to waste the two guards here. Cross the bridge and go into the office to find a console. Press Action to unlock the metal door. Pressing this blows your cover and you'll be a target again.

Once the door is unlocked, go back and place bombs in all of the rooms off the catwalk. Don't forget the one behind the line of boxes. The clock is now ticking.



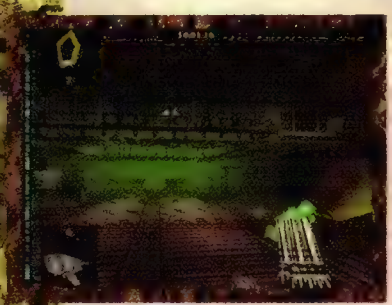
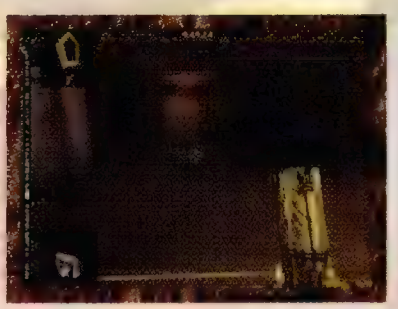
Go through the gray metal door to reach another auto-save station. Descend the ramp and scale the stairs to a catwalk. Stroll to thf end until you find yourself under a pulley.

Press Action to ride the pulley across the gap. Be ready to fire immediately when Shooting Mode resumes.



Go down the steps to a T-intersection. Go right and upstairs to a catwalk with three rooms: two contain control panels and one has a console that starts the conveyer belt. Doing this clears the way to the next part of the sequence.

Go back to the T-intersection; go straight across and right.

Press forward until you see a door on the right. Plant another bomb.

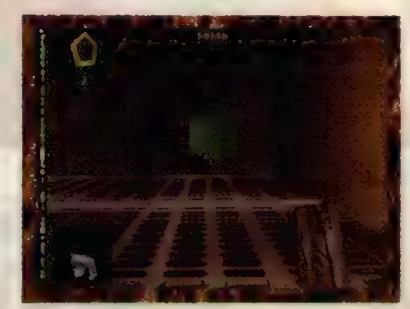
Emerge from the control room and climb the stairs across the room.

One of these rooms leads to the next section; the others have control panels just begging for bombs.

Approach a pedestal with a wheel crank. Rotate it (by pressing Action) to swing the walkway over to you.

Jump over the small gap to get to the central hub. Turn the wheel once to swing the walkway to the door. You may also rotate it once more to access a hidden cache containing a Medium Medikit and Decagun Ammo. If you take the latter course, be sure you don't get disoriented.

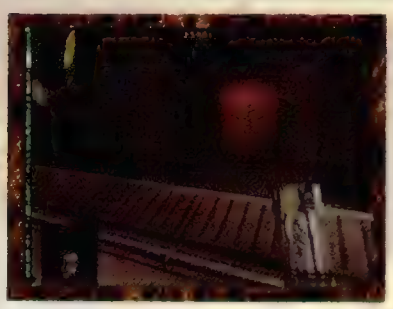
Pass through the door. Stand against the wall, wait for the train to pass, and dart across the tracks.



Climb the stairs on the other side of the tracks and enter the green-illuminated tunnel.

When you come to a grating in the floor, press Action to slide it aside. Below you is a train tunnel into which you will soon drop, but not yet!

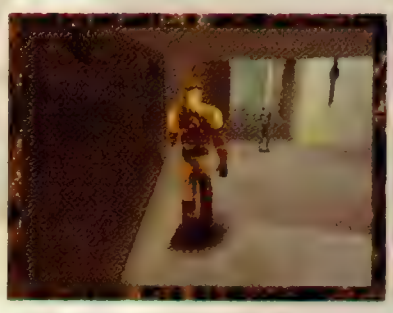
Wait for the train to pass and run across the tracks to an alcove with a Small Medikit.



Turn around and wait for the next train to pass. When it does, dart left and across the tracks to another alcove with a door. Pass through the door. Remember, if you're struggling to find the alcove, run back to the one you just left or you'll be wheel grease.

Enter a large control room with three rooms branching off and a large lift in the middle. Each room contains a control console and a scary-looking Mecaguard: the new Z-Tech model. The lift must be activated by pressing buttons in all three rooms. Unfortunately, pressing these switches also releases the trio of Z-Techs.

Push the switches and make a beeline for the lift. Ride it to the top and your mission is complete.



Walk down the passage and meet with Jenna. Unfortunately, the celebration is short-lived, as the authorities descend upon you both. You and Jenna are transferred to the prison facility at Pamoka.

Escape from Pamoka

You wake to be interrogated by the Security Chief, Mashroud. You are given a choice: leave a free (albeit memory-erased) man or a dead man. Of course, you refuse to give him the information he desires. He gives you a few hours to reconsider and dispatches a guard to watch over you.

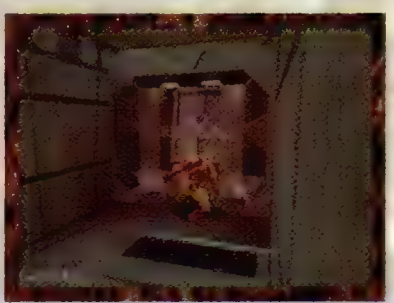
Suddenly, you hear a voice through the wall: Jenna! She tells you to find a way out of your cell. Find a Multiplan to reactivate your Sneak, and set her free.

Tip

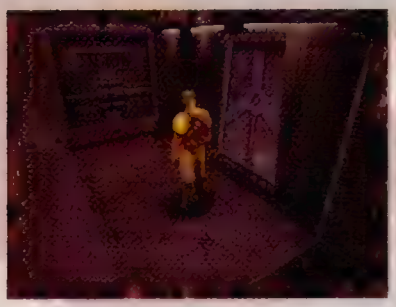
Save now.

Notice the Rings in the corner and grab the bowl on the floor.

If you insult the guard, he fires off a shot from the electric disciple ray in your cell. Select the bowl and press Use. Then pick an insult and the bowl will perfectly reflect the guard's beam at him.



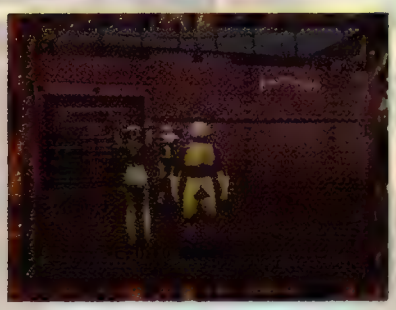
Reach out of the cell and inspect the body for the Guard's Key.



Pass the door to Jenna's cell and enter a hall where a guard seems preoccupied by something out the window. Enter the door behind him and access the Multiplan terminal to recover your Sneak's contents.

Reincarnate into the guard, Zao'r, and return to free Jenna.

She recommends pretending to be a prisoner that you, as a guard, are transferring. Be sure to pick up the Magic Ring in Jenna's cell.



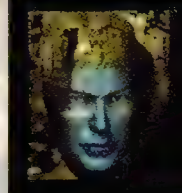
Follow her through the hall and down to a lower floor. Chat with the guard at the door, who grills you about your activities. Pick your excuse and stick by it (just don't hem and haw) and he'll let you go unmolested. You and Jenna board the Slider and return home.

UNMASKING A TRAITOR

Jenna tells you she is sure that a traitor lurks within The Awakened. She advises you to conduct your investigation carefully and discreetly.

Go see Soks to find out what he's heard. You coax him to distract Krill while you snoop around his cell. It's as good a place to start as any.

Turns out Krill's asleep. Soks lets you in. Open Krill's cabinet to swipe his Screwdriver. Other than that, there's really nothing to see here.



Screwdriver

Use this tool to open Meshka'n's locked door.

Peek in on Meshka'n. Because his door's locked, however, you must Use the Screwdriver to get in. The good news is that he's eliminated as a suspect; the bad news is he's dead.

Pick up Meshka'n's Journal from his desk.

Meshka'n's Journal

11 Quared: The Wave of Probability is agitated for the moment. It is disturbed by the movements of the demons. I'm almost sure they seek the Nomad Soul. I pray that he be spared.

34 Quared: He is here! I feel his presence close at hand, here in the base! His spirit rippled the surface of the Wave for a moment; that's how I discovered him. He is powerful, very powerful, definitely a being from the Second Circle.

I don't know what he looks like but I know he is among us.

I prefer to say nothing for the moment. He could be anyone.

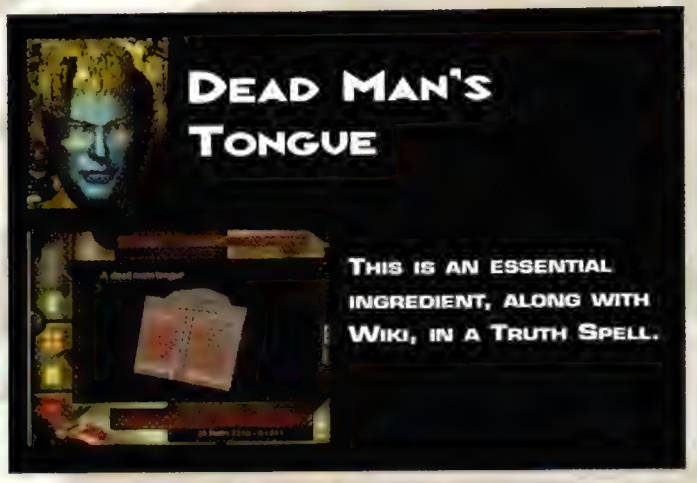
35 Quared: Krill seems to have a strange attitude in the last few days. I shall observe him more closely.

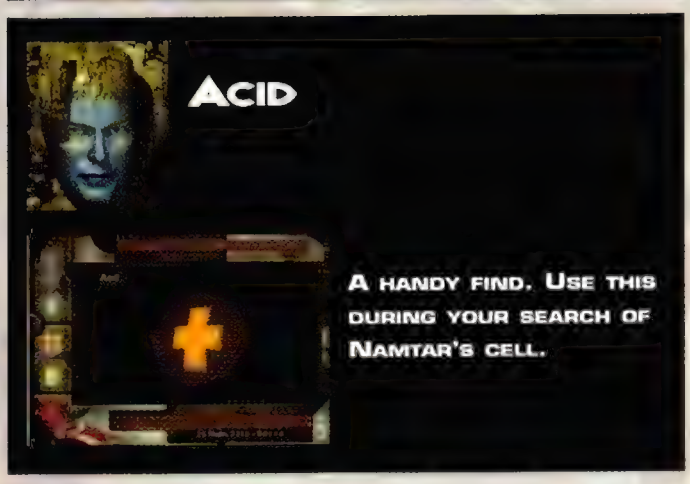
38 Quared: It's awful! It's worse than anything I imagined! Evil is among us and no one has noticed.

If he knows that I know, then I'm lost. I must act quickly. And alone.

May Vyagrimukha have pity on me.

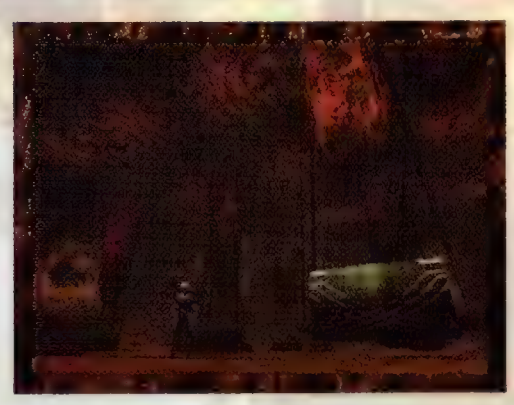
Ransack the two cabinets: one is locked, the other holds Meshka'n's Key and Acid.

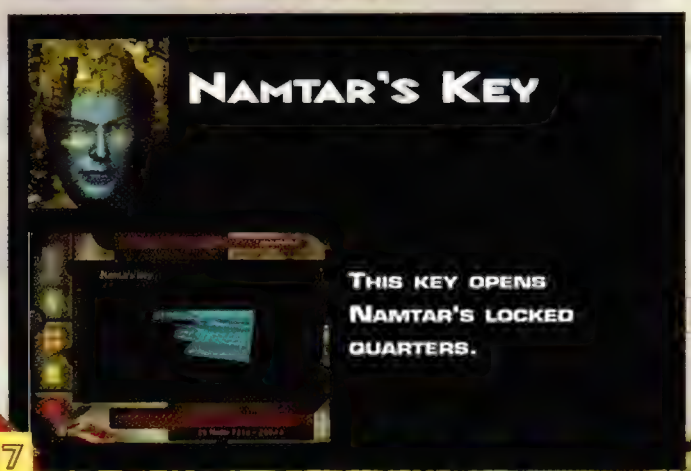




GO TO DAKOBAH'S LIBRARY AND USE MESHKA'N'S KEY TO OPEN THE CHEST. INSIDE, FIND DEAD MAN'S TONGUE AND DEW OF LIGHT.

VISIT YOB, WHO'S BUSY TRAINING NAMTAR. RIFLE THROUGH NAMTAR'S CLOTHES ON THE FLOOR TO FIND THE KEY TO HIS CELL.



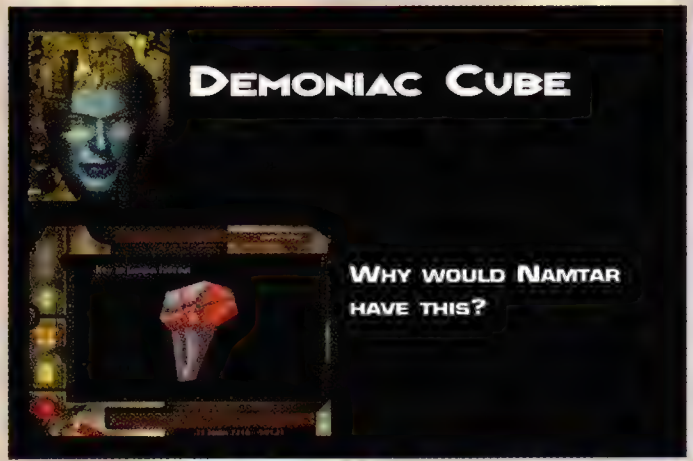


Quietly open Namtar's cell and venture inside. Careful inspection reveals that his cabinet appears to have been slid across the floor. Hmmm.

Walk around to the right side of the cabinet and press Action to push it.

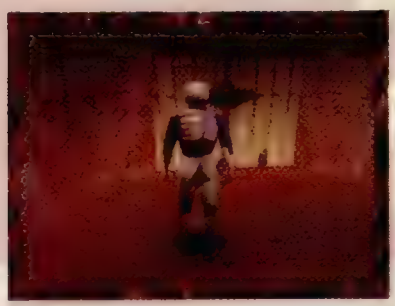
A hatch in the floor can't be opened. Unless, that is, you have some Acid... which you do. Use the Acid near the hatch to burn it open.

Pick up the object hidden under the hatch. It's a Demoniac Cube.



As you walk away, a message intended for Namtar comes through the cube. Not only is Namtar the traitor, he's also a demon! Find three Magic Rings on Namtar's bed.

Remember the recipe for the Unmask Demon Spell—you should grab the horn off the Sham head on the wall.

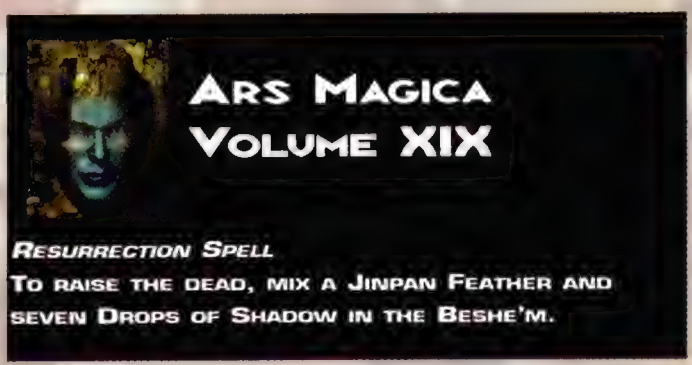


Enter Yob's cell to confront Namtar. An auto-save station appears just outside the cell as you enter.

You can't go after Namtar while he's human or Yob will defend him. You must unmask him first. Go into your Sneak and Use your Beshe'm with the Sham Horn and Dew of Light. The result is the Unmask Demon Spell.

Cast the spell by Using it and fight the demon inhabiting Namtar's shell.

After your victory, Dakobah and Jenna thank you for your keen detective work. Dakobah gives you *Ars Magica Volume XIX* as an expression of gratitude. He has also arranged a meeting with Boz at the leader's old house at 1211 Tramesh Street.



MEETING BOZ

Leave the base via the elevator and take your Slider to Boz's house. The door to Boz's apartment is next to where your Slider drops you off.

Turn right and go through a door to find Octagun Ammunition and an Octagun.

Descend the ramp on the left side of the room.

Two Magic Rings sit around the periphery of Boz's chamber. Approach the control panel and press Action to talk to Boz. From this conversation, you learn the following:

1. Astaroth was imprisoned by Kushulai'n, the hero of the Cobalt Wars. Having escaped, he is rebuilding his power by consuming souls.
2. The endless torture of the souls enables Astaroth to recover his power.
3. Astaroth is poaching souls in your dimension because they're "the juiciest."
4. The only way to save your soul is to kill Astaroth. No one knows how to do that or where he is.
5. An ancient parchment from the Cobalt Wars mentions Astaroth. Perhaps, Boz thinks, it might help. It is in the Omikron Central Library in Lahoreh.
6. A pass to Lahoreh is somewhere in the house.
7. Jenna has been promoted to replace Namtar.

Pick up the Pass to Lahoreh on your way out of the room.

Hop in your Slider and take it to the Gate to Lahoreh. Show the pass to the Mecaguard and go through.

10

ACT 3, PART 1: LAHOREH

OVERVIEW

SCENES

- Research at the Library
- The Well of Yrmal'i
- In Search of the "Right Eye of the God"

IMPORTANT ITEMS

- Magic Rings
- Mana Potions
- Large Medikits
- Small Medikits
- Medium Medikits
- Eye of Vyagrimukha Parchment
- On Parallel Universes
- The Mystery of the Book of Nout
- Chronicle of the Cobalt Wars
- The Necropolis of Hamestaga'n
- The Entrance to Hamestaga'n
- The Quartat System
- Tables of Cosmic Correspondence
- Masa'u Runes
- Tradutech
- Tradutech Translation
- Drops of Shadow
- Vyagrimukha's Jewel

INHABITABLE CHARACTERS

- Enya'd (library)
- Nioma'y (bookshop)
- Plume (bank)
- Shenand'a (supermarket)
- Soym'a (restaurant)

NON-PLAYER CHARACTERS

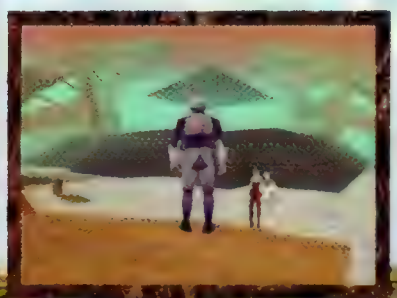
- Professor
- Jenna
- Dakobah

SAVE POINTS

- Library, Main Stacks
- Awakened Base
- Restaurant
- Yrmal'i Well

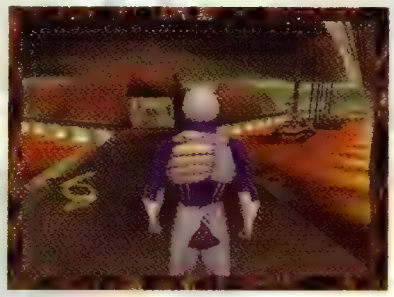
WALKTHROUGH

RESEARCH AT THE LIBRARY



Immediately upon your arrival, head for the library on Lahoreh district's northeast island. It's a massive building with a pyramid on top.

As you enter the stacks, you get a message from Jenna. She tells you the location of the new Awakened base, right here in Lahoreh. You'll find it near the bank, southeast of the library. We'll go there in a while.



Explore the perimeter of the library's Main Reading Room. You'll find a set of Rings in one corner and a Multiplan terminal in another.

Pick up any stray books you find on the tables. You should be able to pocket: *Taar Fight Techniques Volume 9*, *Taar Fight Techniques Volume 22*, *Eye of Vyagrimukha Parchment*, and *On Parallel Universes*.

Eye of Vyagrimukha Parchment

Two columns stand in the ground
Vyagrimukha's eye sleeps on high
By the feet a river swirls round
Follow its path and find your prize.

On Parallel Universes

The question "are we alone in the universe?" has haunted philosophers since the dawn of time.

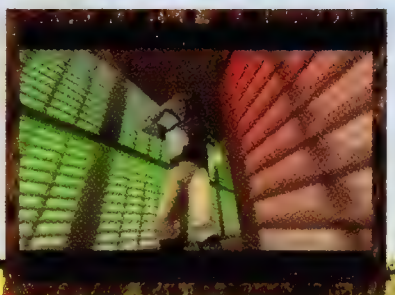
Neutronal physics opens up a new field for this question, since it persistently raises the question of the existence of universes that are parallel with our own.

Some of my mathematical works tend to demonstrate that an infinity of interstitially super-imposed universes could co-exist in the different dimensions of space-time.

These universes would constitute one and the same universe which divided each time an alternative presented itself in its evolution. Our universe would then be a declination of a primal universe of which we would be no more than a possibility in an infinite field of alternatives.

Take a stroll into the central stacks on this floor.

A guard mans an elevator; only researchers allowed. Oh well, time to go find a researcher.



In the history section you find Enya'd, a professor. Reincarnate into him.

Now address the elevator operator again—go right ahead, sir.

When you get to the upper floor, approach any of the shelves and press Action. Borrow all of the books listed.

The Mystery of the Book of Nout

The Book of Nout (the "Book of Night" in Masa'u dialect) was written several thousand years ago by the renegade sorcerer Matanboukous.

As the last remaining survivor of the caste of sorcerers, he is said to have brought together all the secrets of the Ancient Art before disappearing mysteriously.

It contained the most powerful spells in the universe, spells that make man equal to a god. It can be used to command the stars, to speak to the spirits of the dead, and to know the future.

In order to protect it from the covetous desires of men, just before his death Matanboukous asked his daughter to hide it in Hamestaga'n. After that, no one knows what happened.

Chronicle of the Cobalt Wars

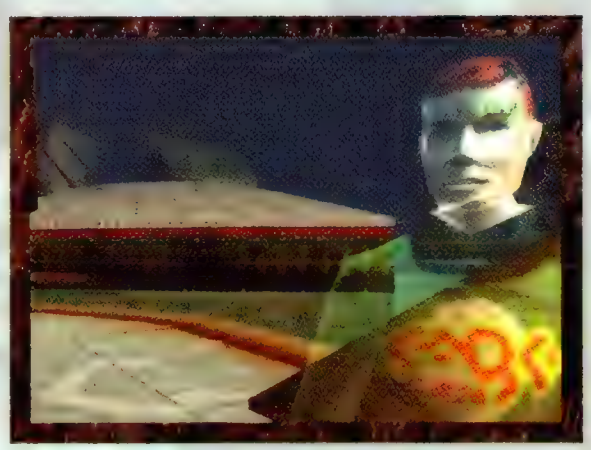
Volume 21: Astaroth, the Prince of Shadows

In the Ninth Year of the Cobalt Wars the hordes of Astaroth's demons covered the surface of the earth. The human armies led by Kushulai'n began to give way under the terrible assault of the demons. The war was heading toward a deadly outcome for the humans. The more demons they killed, the more that appeared. They had to find a way to kill Astaroth.

Kushulai'n assembled all the sorcerers of Phaenon. They thought for 40 days before they found a means of definitively destroying Astaroth. The decision was kept a secret. No one ever knew anything about it.

After the final confrontation between Kushulai'n and Astaroth, all the sorcerers of Phaenon, as well as the hero Kushulai'n, disappeared for all time. Their terrible secret disappeared with them.

The mystery of the weapon capable of killing Astaroth was recounted in only one book, the Book of Nout, by the renegade sorcerer Matanboukous.



The Necropolis of Hamestaga'n

Thousands of years before the birth of the hero Kushulai'n, Hamestaga'n was already the City of the Dead. Magicians regularly came from all over Phaenon to exchange knowledge of the Art and discuss human business with the dead.

The necropolis was a veritable underground city dedicated to rest for the dead. It consisted of thousands of tombs and magnificent temples dedicated to Vyagrimukha, the god of the Art.

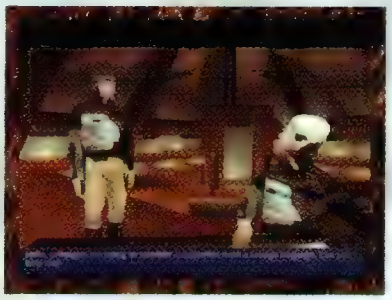
Each magician returned to Hamestaga'n on the day of his death in order to be buried in one of the tombs reserved for masters of the Art.

Omikron was built just over the City of the Dead. No one knows today exactly where Hamestaga'n was located or whether it still exists. The access to the catacombs where the necropolis was situated seems to have been lost forever.

The Entrance to Hamestaga'n

The following text was found on a stele from the post-ogyrian period. It is said to give directions on how to gain access to Hamestaga'n, the City of the Dead, but it has never been translated.

"Mesh'Mair anan tep Oil
Sour dem Kinoy oda'r nim Hamestaga'n sef
Frai'l taat Vyagrimukha Dor Nehh
Sho Pin Drat om Frai'l Sor quam
Im strave'm Sour Gra'm Sho'h
Zam'en prat Gott zar tehp
Yrmaly chim Dor Fap
Wem Kato'wan Oz Tengi's
Rott Kiwan Far tep Niir jodem
Yst maar den juvot am zaa'r
Shem Kiwan ar dimit sor Ven"



The last book is, to say the least, the most important—you need to know how to get to Hamestaga'n. Go chat with the other researcher in the room to see if he can help translate the text.

He suggests you get a Tradutech like the one he has. He agrees to lend it to you if you do some research for him. He's looking for the "Aegmaar Index of the 3rd planet of the 4th System" but is too old to go hunting through the library.

Drop any books you got from this level into the deposit box to the left of the researcher; you can't leave the floor with them. Go to the lower floor.

Downstairs, press Action near any shelf and buy *The Quartet System* and *Tables of Cosmic Correspondence*. Since you're here, also buy *Masa'u Runes*; you don't need it now, but you will later.

The Quartet System

This is the principal astrophysical data for the planetary system Quartet Systemis.

To obtain the correspondence of the Aegmaar Index, use the Cosmic Coefficient to consult the Tables of Cosmic Correspondence by physicist Gumisha.

Quartet Systemis

G: Gravity
T: Temperature
AC: Annual Cycle
CC: Cosmic Coefficient
TW: Temporal Wave

1	2	3	4	5	6
Yoda'n	G: 54	T: 3016z	AC: 91 periods	CC: 7.5	TW: 7
Dalbevan	G: 21.3	T: 2816z	AC: 511 periods	CC: 14.5	TW: 1
Kalisha	G: 5.3	T: -2041z	AC: 8512 periods	**CC: 13.5**	TW: 2
Otegan	G: 8.1	T: -814z	AC: 1742 periods	CC: 18	TW: 1
Mishkvot	G: 1.1	T: -6452z	AC: 9781 periods	CC: 17.5	TW:4

Tables of Cosmic Correspondence

These tables can be used to convert Cosmic Coefficients into Aegmaar Indices.

Cosmic Coefficient/Aegmaar Index
10/0.25
10.5/0.2380
11/0.2272
11.5/0.2173
12/0.2083
12.5/0.2000
13/0.1923
13.5/0.1851
14/0.1785
14.5/0.1724
15/0.1666
15.5/0.1612
16/0.1562
16.5/0.1515
17/0.1470
17.5/0.1428

No problem! Checking the *Quartet* book, the Cosmic Coefficient of the third planet (Kalisha) is 13.5. Check that number in the *Tables of Cosmic Correspondence* and you get an Aegmaar Index of 0.1851. Go back upstairs and tell the professor what you found.

Now, pick up his Tradutech.

UNFORTUNATELY, YOU'LL HAVE TO BE DISCREET WITH THAT TRADUTECH—LIBRARY RULES, DON'T YOU KNOW. GO TO THE LIGHT SWITCH ON THE WALL AND PRESS ACTION TO SHUT THE LIGHTS OFF. WHEN THE ROOM GOES BLACK, ACCESS YOUR SNEAK AND USE THE TRADUTECH ON THE BOOK.

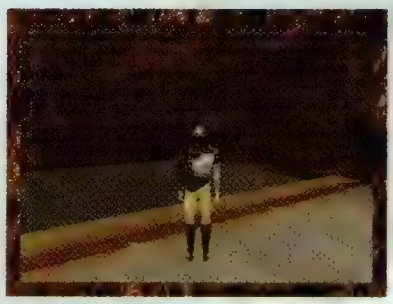
WHEN THE GUARD RESTORES THE LIGHTS, YOU WILL HAVE A TRANSLATED COPY OF THE TEXT. THE BOOK IS AUTOMATICALLY RETURNED TO THE BIN, AND THE TRADUTECH HAS GONE BACK TO ITS OWNER.

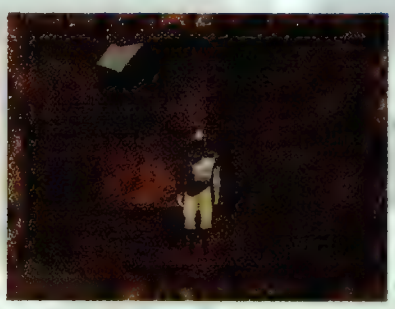
THE GOOD NEWS IS THAT YOU ALREADY HAVE ONE OF THE THREE VYAGRIMUKHA STONES (FROM XENDA'R TEMPLE). LEAVE THE LIBRARY; YOU'RE DONE HERE.

Tip

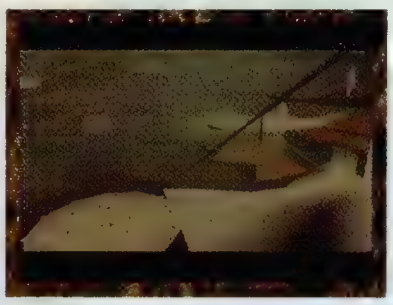
DEPOSIT ALL OF THE BOOKS YOU'VE JUST READ EXCEPT THE MASA'U RUNES INTO THE MULTIPLAN SYSTEM.

THE WELL OF YRMAL'I





HEAD SOUTHEAST TO THE HIDDEN ENTRANCE OF THE NEW AWAKENED BASE. WALK PAST THE BANK UNTIL YOU COME TO A WALL. TO YOUR LEFT A SEEMINGLY SOLID ROCK WALL ABUTS THE RIVER. WALK OVER TO IT (IT MAY NOT LOOK POSSIBLE, BUT YOU CAN DO IT WITHOUT SWIMMING), MOVE TO THE FAR LEFT SIDE, AND PRESS ACTION TO OPEN THE DOOR.



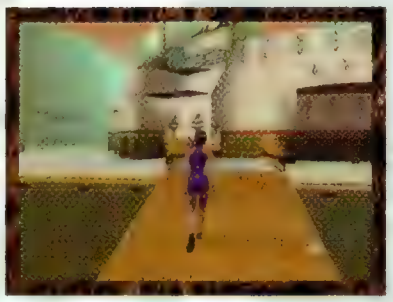
FOLLOW THE CORRIDOR UNTIL YOU REACH THE CORE OF THE NEW BASE, BUILT INTO A FORGOTTEN MONASTERY. DIRECTLY OPPOSITE YOU IS THE ENTRANCE TO THE ANCIENT MONASTERY ITSELF (A SECRET IS HIDDEN THERE IF YOU HAVE A VIAL OF VIRGIN'S BLOOD). A LAHOREH SECRET CONCERT FLYER AND 50 SETEKS HAVE BEEN ABANDONED ON A TABLE BY THE WATER.

To the right is Dakobah's new office. Go there now.

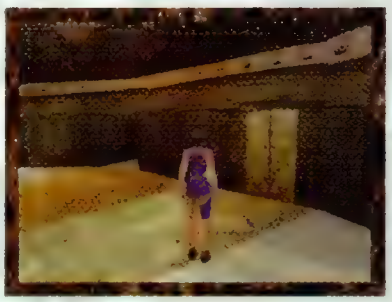
Approach Dakobah and press Action to show him your translation. This conversation reveals:

1. The translated text explains how to get to Hamestaga'n, City of the Dead. You need only bring together the three Jewels of Vyagrimukha, go to the tomb of Kiwan (guardian of the necropolis), and revive him from the dead. He will show you the entrance to Hamestaga'n.
2. Kiwan's tomb is in Jahangir Park.
3. The text refers only to the third jewel, the "Right Eye of the God," which could be at the bottom of Yrmal'i Well.
4. Although Dakobah has never heard of the Yrmal'i Well, there is an Yrmal'i Square in Lahoreh.
5. Reshev wants the Book of Nout, which is in Hamestaga'n. Getting it would make him a god.

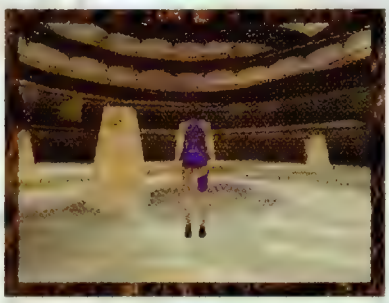
Before you leave Dakobah and Jenna, grab the Mana Potion from the desk and a Magic Ring off a chair.



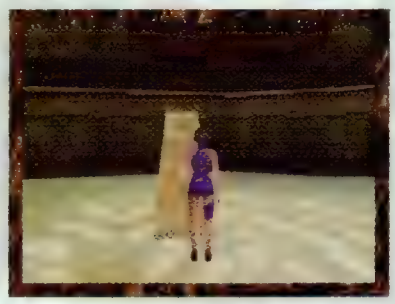
Go to Yrmal'i Square (the circular building in the northwest corner of the district) and enter any of its doors.



Around the edge of the well, one door is different from the others. This is the elevator to the apartments above. Several inhabitable characters (including Iman) keep their abodes here; to access their apartments, use their keys in the elevator.

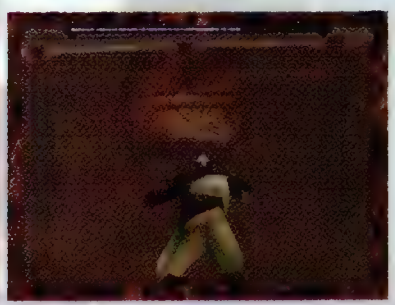


Stand in the center of the room. Four columns, each with symbols on top, surround a central disc in the floor. Offset from the middle is a triangle.

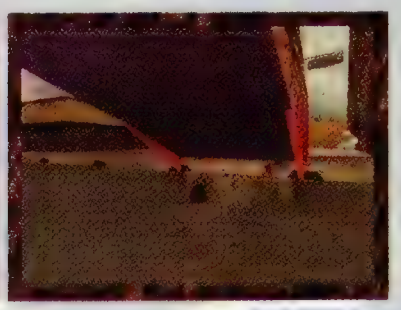


If you press Action near one of the columns, the symbol closest to you will retract (only one can be retracted at a time). The key to solving this puzzle is to know which symbol should be depressed on which column.

A map on the wall provides a clue. Four marks in the city could very well correspond to the locations of the symbols. The clues, when you find them, show both the correct icon and the position where it belongs in relation to the offset triangle.

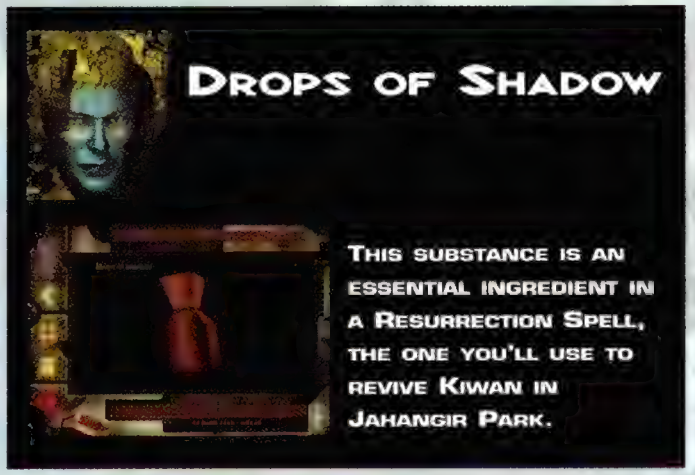


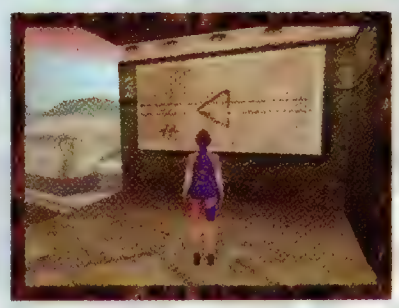
To find the first mark (Pictograph 1), go to the bookstore near the Gate to Jaunpur. Walk north until the sidewalk veers right toward a gray building that juts out over the water. Dive into the water and swim toward the building; the first symbol is dead center: two wavy lines, lower-right corner.



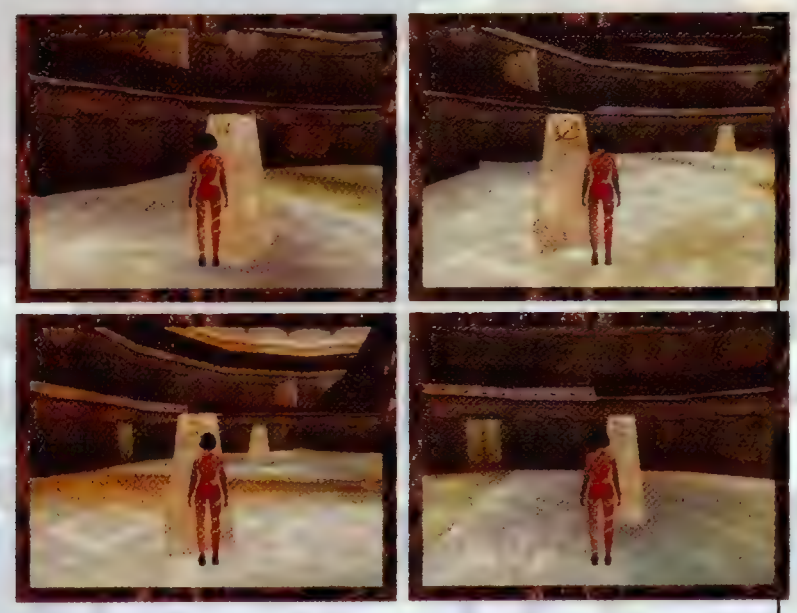
The second symbol is close by. Go back to the bookstore and face the bridge to the west. Dive into the water and swim to the opposite shore. Just at the waterline under the bridge is the second symbol: a circle bisected by a line, upper-left corner.

The third symbol is in the Sorcerer's Shop (see map). Take the ramp near the supermarket up to the shop and look for a knocked-over column to the left of the counter. On the back side, you'll see the third symbol: two wavy lines, upper-right corner. While you're in the Sorcerer's Shop, buy a bottle of Drops of Dew for the little Resurrection Spell you'll be casting soon.



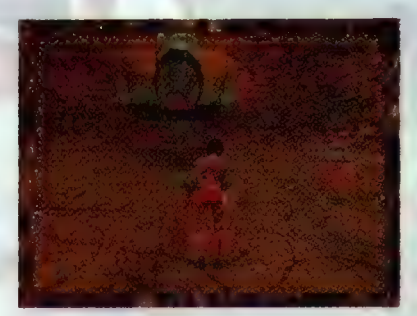


The fourth symbol can be found in the restaurant. Go up the ramp and follow the balcony until it ends at the fourth symbol (on the wall): parallel lines crossed by a single line, lower-left corner. There are Rings here. Note: You can also see this one from the ground if you are standing on one of the bridge hubs to the north.



IN SEARCH OF THE "RIGHT EYE OF THE GOD"

Your search for the second Vyagrimukha's Jewel begins at the base of the Yrmal'i Well. Venture through the elevator doors into a very strange room. Five pedestals sit in the middle of the room—four in a square and one in the center.

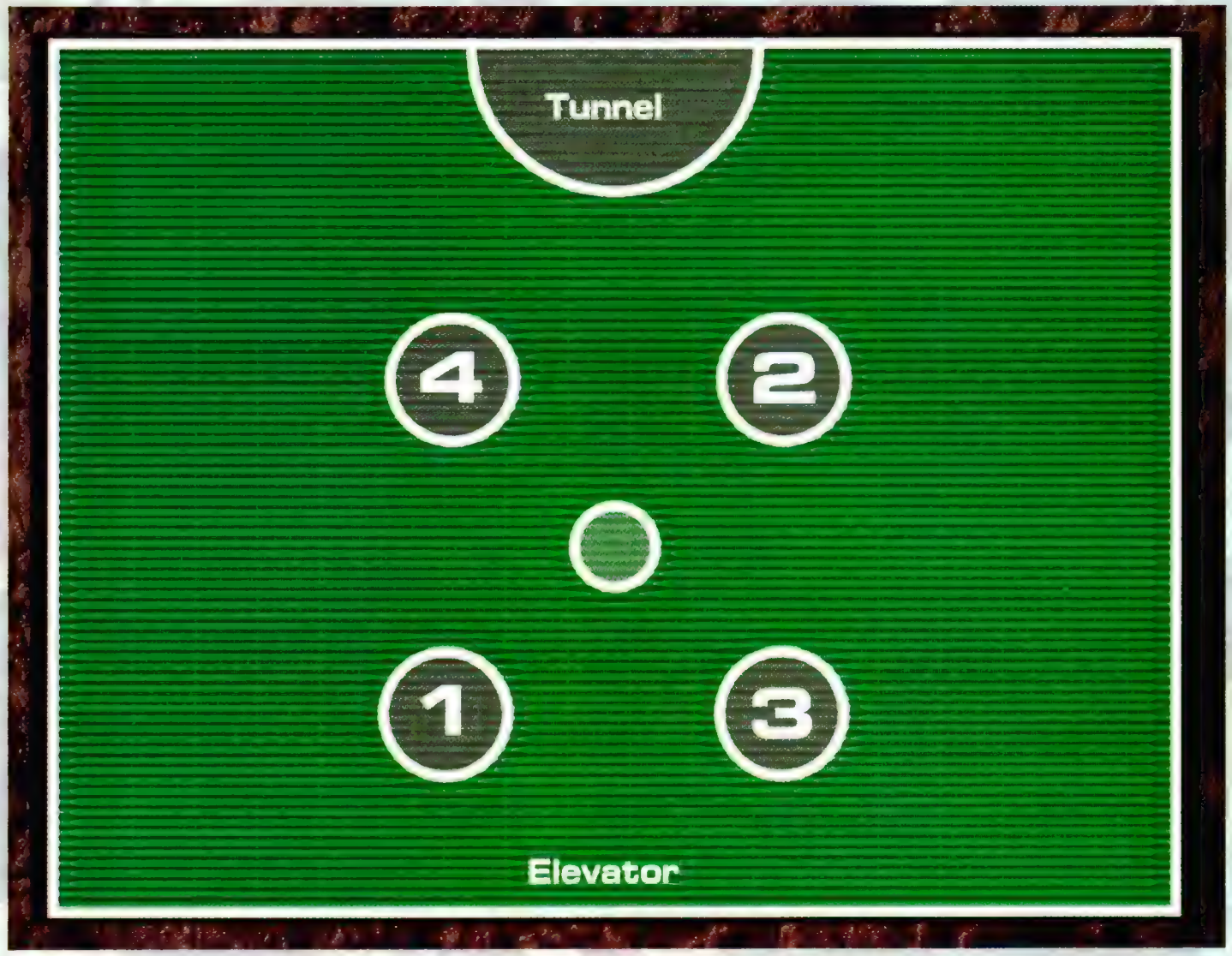


Approach the pillar in the middle and press Action to touch it. You will hear a four-note tune that you must reproduce on the four surrounding pedestals. You must duplicate two tunes to unlock the tunnel at the far end of the room.

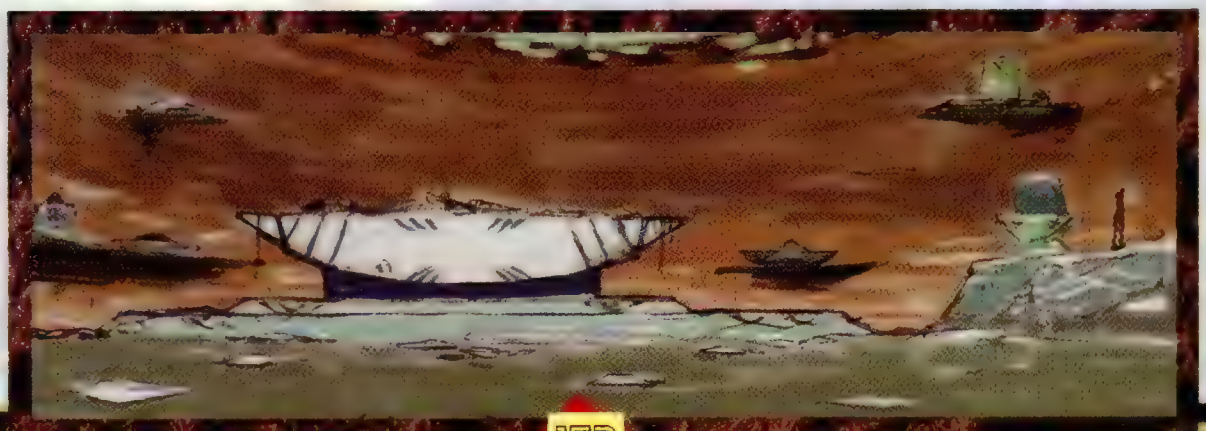
Return to the Yrmal'i Well. Note the triangle planted off-center in the middle of the room; this should look familiar from the pictographs you've just seen. Note the background features in each figure above to ensure you're working with the correct pillars. Adjust the four pillars to their appropriate symbols in relation to the triangle:

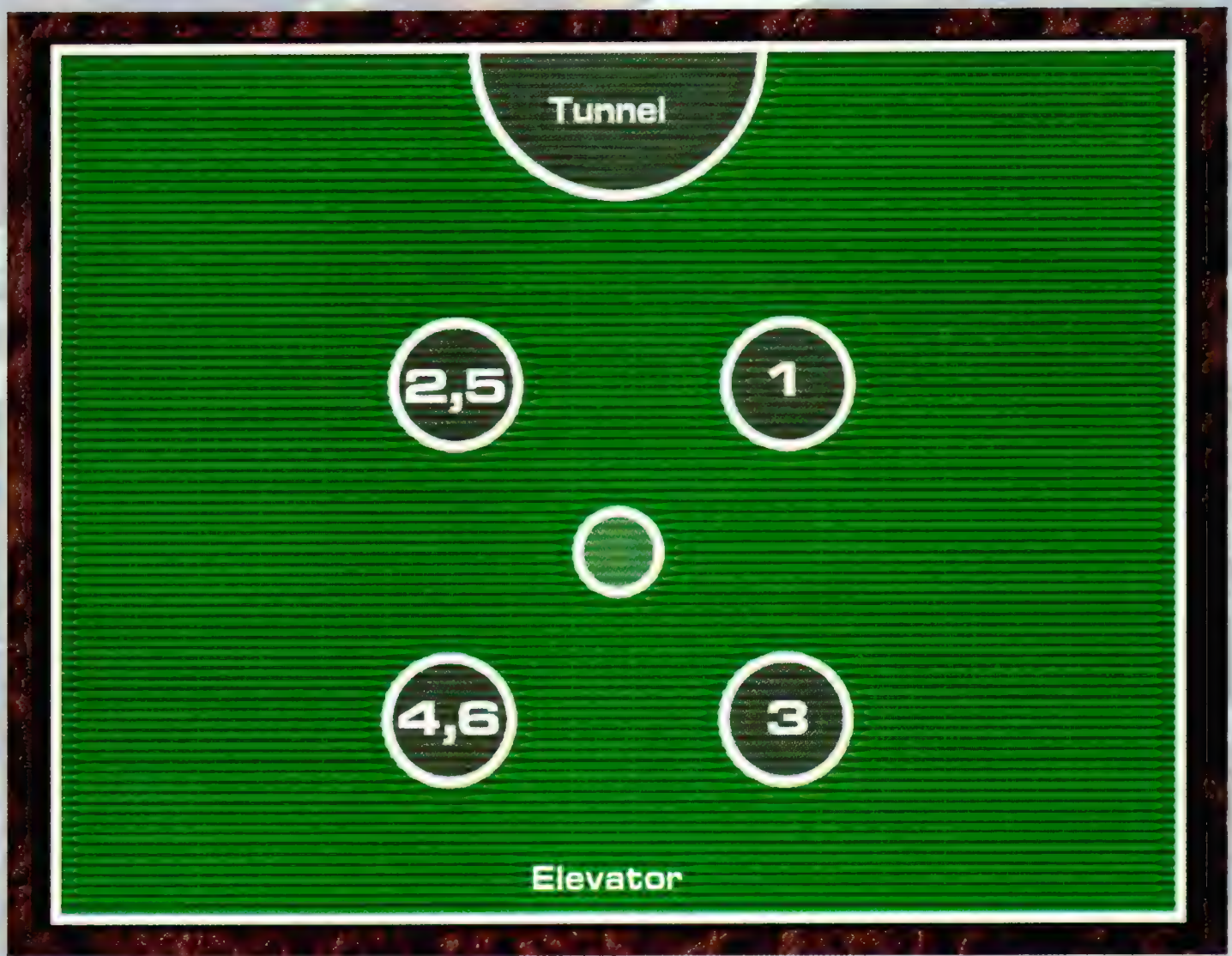
- *Lower Left (near triangle): two parallel lines crossed by a single line*
- *Upper Left (near triangle): circle bisected by a line*
- *Upper Right: two wavy lines*
- *Lower Right: two wavy lines*

When the proper symbols are displayed, the disc in the center of the room reveals itself to be an elevator. Step on it to descend.



This is the order of the first tune (facing the opening of the tunnel): lower left, upper right, lower right, upper left. The tune replays if you get it right.





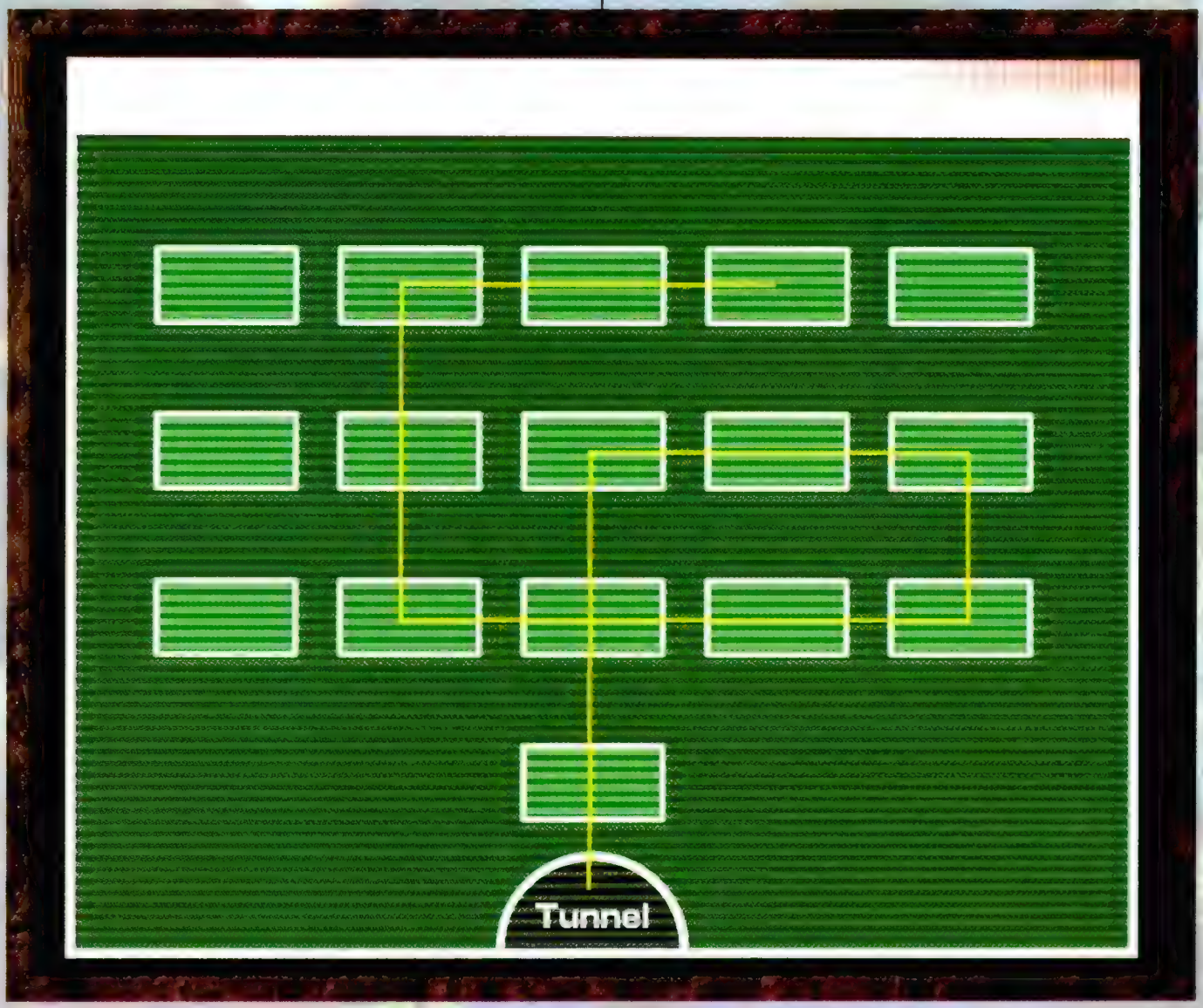
Touch the middle pedestal again to get the next tune, this one six tones. The solution is: upper right, upper left, lower right, lower left, upper left, lower left.

When the second tune is played back, the lift to the tunnel lowers to ground level. Before heading into the inner chamber, however, scour this area for a Mana Potion and a Life Potion.

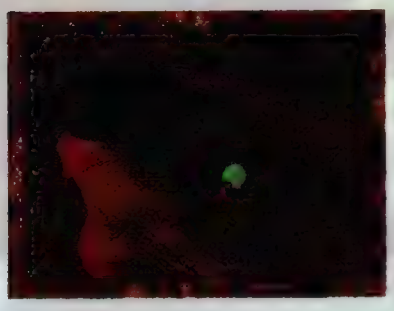
As you board the lift, notice the markings etched into it. These are your directions to find the correct stone in the next chamber. Here are the instructions translated into conventional directions:

1. North 3
2. East 2
3. South 1
4. West 3
5. North 2
6. East 2

You enter this burial chamber at the southern point. Notice that the four directional symbols adorn the walls. Each casket contains a jewel; they all look identical but only one is authentic.



To find the correct jewel, stand in the doorway and walk north to the third casket in the center aisle. Turn right and go two caskets east. Turn right again and travel south one casket. Turn right to go three caskets west. Make a right turn to pass two caskets to the north. Finally, turn right to go two caskets east. Alternatively, you could just head straight for the casket indicated in the map above.



Open this casket by pressing Action, and take the jewel. Be sure you have the right one; you won't know you've grabbed the bogus jewel until you're miles away.

Pack up your stuff and head back to Jaunpur and on to Jahangir Park.

Tip

This will effectively be your last access to shops or Multiplan terminals. Load up and keep in your Sneak several health care items, some Mana Potions, and ammunition for your single best weapon. Of course, you'll also need both of Vyagrimukha's Jewels, the book Masa'u Runes, Drops of Shadow, your Beshe'm, the Reincarnation Spell, and your Power Rod and Waver Gun.

11

ACT 3, PART 2: JAHANGIR PARK, MAYERE'M, AND HAMESTAGA'N

OVERVIEW

SCENES

- *Another Jewel in Your Crown*
- *Tomb Raiding*
- *Off to Meet the Head*
- *Stalactite, Stalagmite*
- *Passage to Hamestaga'n*
- *Ghosts in the Cemetery*
- *Finding a Hero*

IMPORTANT ITEMS

- *Magic Rings*
- *Mana Potions*
- *Large Medikits*
- *Small Medikits*
- *Medium Medikits*
- *Vyagrimukha's Jewel*
- *Resurrection Spell*

INHABITABLE CHARACTERS

- *Hunabk'u (Jahangir Park)*
- *Neme't (Jahangir Park)*
- *Fodo (Mayere'm)*
- *Shhhy'nlss (Passage between Mayere'm and Hamestaga'n)*
- *Kushulai'n (Hamestaga'n)*

NON-PLAYER CHARACTERS

- *Kiwan*
- *Soyinka*
- *Fodo*

SAVE POINTS

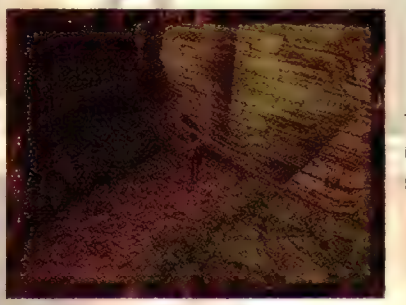
- *Inside Front Gate*
- *Start of Mayere'm*
- *Outside Soyinka's Throne Room*
- *Mahahaleel*

WALKTHROUGH

ANOTHER JEWEL IN YOUR CROWN

Exit Lahoreh through the Gate to Jaunpur. Hail your Slider and point it to the entrance to Jahangir Park. The Slider will only take you as far as the southeastern gate from Jaunpur, so you'll have to hoof it from here, running east from the drop-off point, through two huge blast doors, past the rooftops shooting sequence location, and to a courtyard with a staircase leading up.

At the top of the stairs, turn right to find the door to Jahangir Park. Walk through it.



Just inside the gate, make a mental note of a set of Rings.

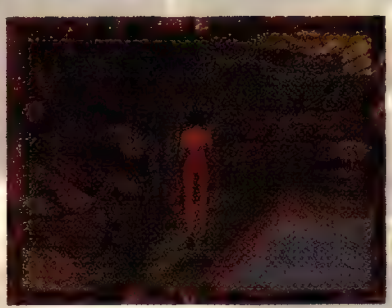
Staying on the same side of the stream, walk left. When the path widens, turn 180 degrees to see an opening for a tunnel.

Tip

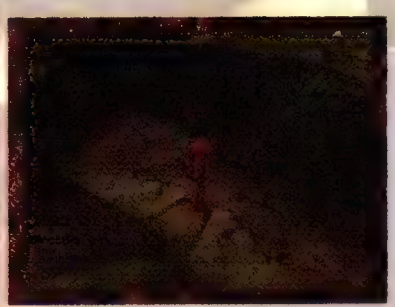
Save now.

You'll need one more ingredient for your Resurrection Spell: a Jinpan Feather. Are those birds I hear? Walk forward and turn right to see a bunch ofJinpan birds on some rocks.

Follow this seemingly endless tunnel up and up into a high tower. At the top, on a windowsill, find the final Vyagrimukha's Jewel (blue).



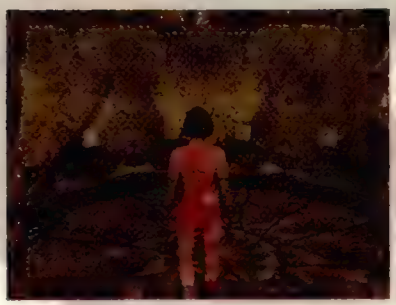
Dive into the water and surface on the small outcropping of ground below the birds.

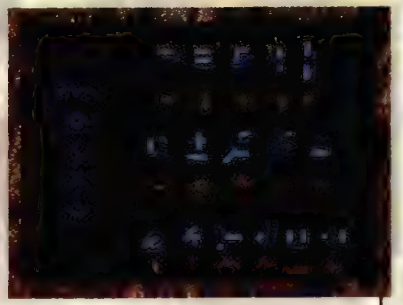


Press Action to climb up to the rock ledge. You'll scare away the bird, but it will leave behind what you need. Press Action to climb back down.

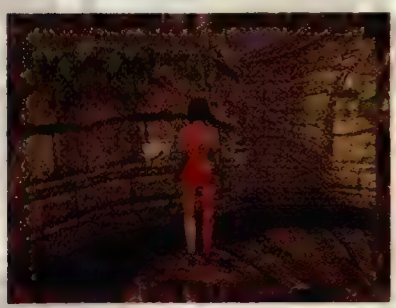
TOMB RAIDING

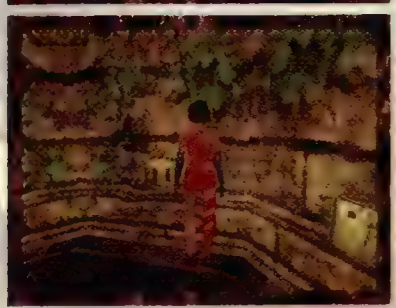
Return to the park entrance and turn to see a large structure in the middle of the park. Approach and enter it.

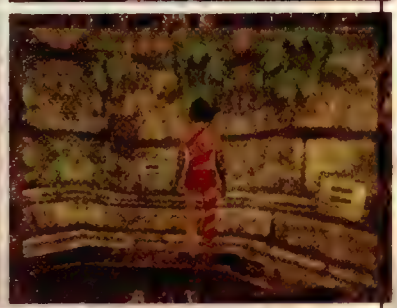




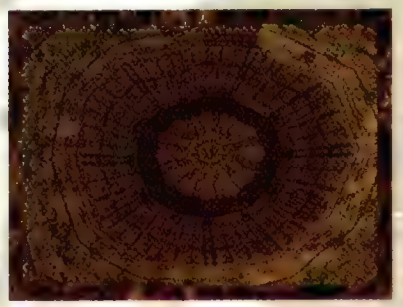
The walls of this room are lined with buttons, each featuring a letter of the Masa'u alphabet. In case you didn't buy the book, the letter equivalencies are shown above.



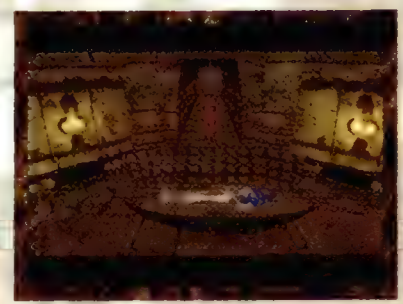




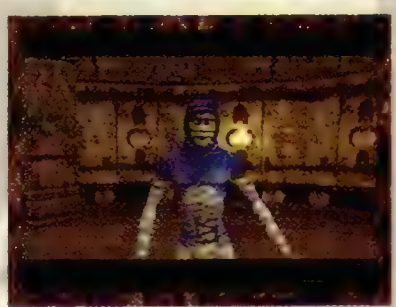
Choose the letters that spell K-I-W-A-N. Push the buttons in his name by pressing Action. When all five letters are depressed, the floor descends into the ancient sorcerer's tomb.



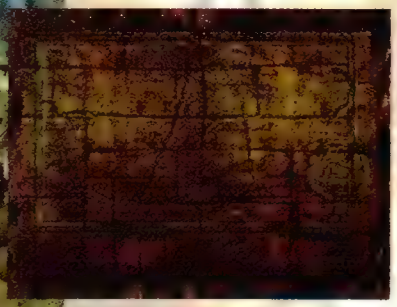
Follow the corridor to find Kiwan's mummy. Also lying in state here are two Magic Rings.



Mix the Jinpan Feather and the Drops of Shadow in your Beshe'm. The result is a Resurrection Spell.

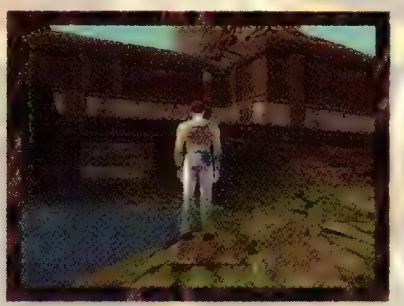


He seems less than thrilled to have been awakened and gives you a hard time about your intentions. No one, it seems, has ever returned from Hamestaga'n alive. Still, he agrees to open the eastern gate.



All you need to know about finding Hamestaga'n, he says, can be found on two maps he suddenly unveils. Check them out.

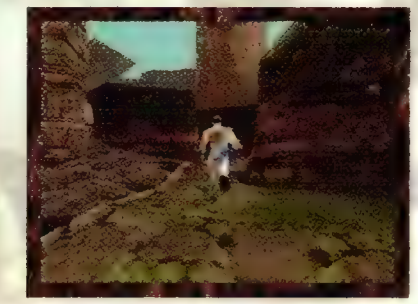
OFF TO MEET THE HEAD



Leave Kiwan's tomb and turn right until you arrive at the water surrounding the tomb.

Dive to the bottom of the pool and look for a passage marked by columns.

At the end of the passage, you see the switch exposed by Kiwan's action. Pull it and get back to the surface before your air runs out.

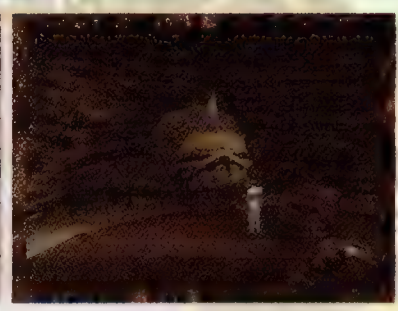


Go around the tomb and look for the tall tower to the east. Head for it.

Past the tower, look for a stream with a pair of columns near it. Pass through and turn right at the first opportunity.

When the path splits, go right.

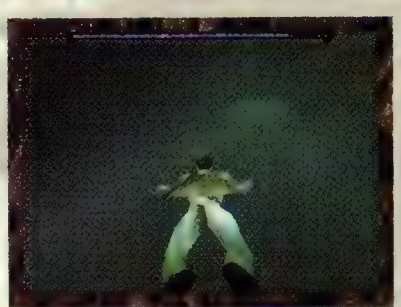
Turn right at a doorway marked by columns.



Look for the gigantic head of Vyagrimukha at the back of the cavern; it's hard to miss. Place all three jewels in the god's head; it rises to open a passageway.

STALACTITE, STALAGMITE

Go through the passage to a pool. Dive in and surface in a pool on another level.

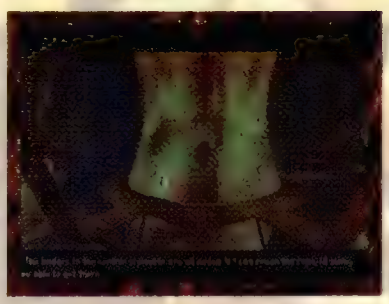


Follow the hallway down to a doorway and pass through into Mayere'm.

Tip

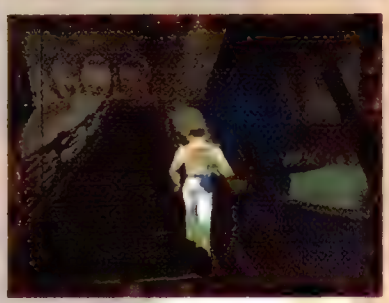
Save now.

Utilize the Magic Rings to the left and climb the ramp to a wooden bridge. As you cross, the bridge retracts behind you. Note that the elevator serving this tower (#1) will be your route to the ground level after you've met with Soyinka.



The central tower of this complex seems pretty important, so let's try to go there. Unfortunately, all of the bridges are retracted.

Cross the rope bridge to the next tower (#2).



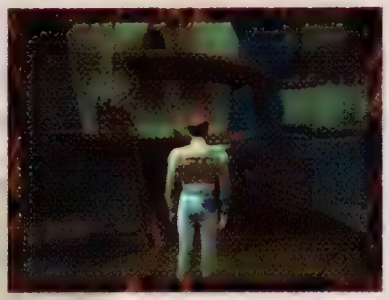
Turn right and cross the next rope bridge (Tower #3).

Turn left to cross a rope bridge. (Tower #4)

Go to the far end of the room and press the big green button to lower a wooden bridge.

Go to the elevator and press Down to drop to a small platform.

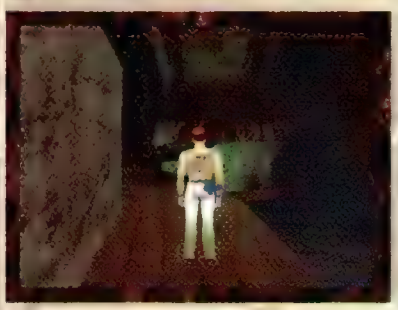
Cross the wooden bridge (to Tower #2).



Follow the walkway to the left and cross a rope bridge (to Tower #3).

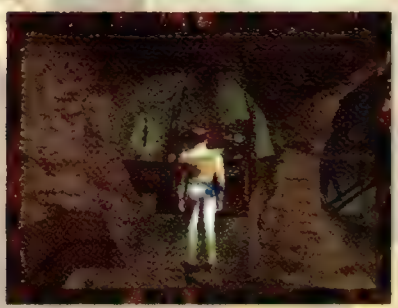
CHAPTER II ACT 3, PART 2: JAHANGIR PARK, MAYERE'M, AND HAMESTAGA'N

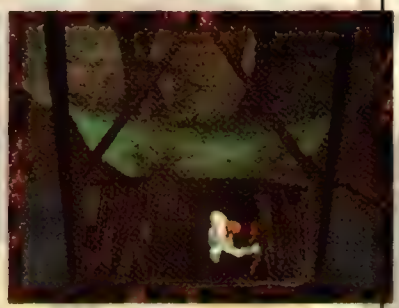
Turn left to get on the elevator and press Up.



Follow the walkway to another rope bridge (to Tower #5).

Turn left to find another green button. Press it and inspect this room for five Magic Rings.

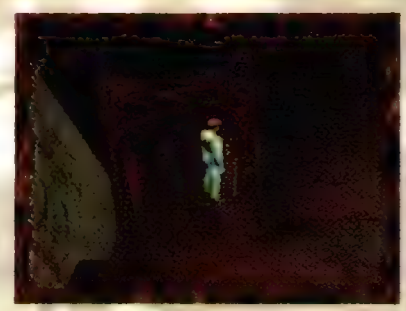




From the Magic Rings, turn right and step toward the last portal in the room. As you approach it, an elevator rises to meet you. Jump onto the lift.

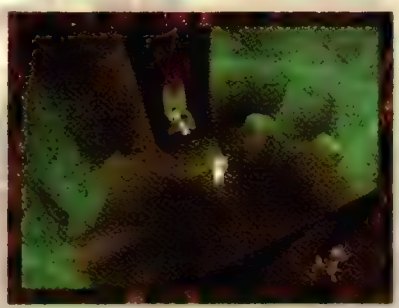
Turn left from the elevator and cross a wooden bridge (to Tower #3).

Follow the walkway to a retracted bridge. As you approach it, it drops into place. Unfortunately, there's a gap in the bridge. Jump it (to Tower #4).



At the end of the bridge, turn right and board the elevator. Take it up.

Go straight from the elevator and turn left to see a platform leading to the central tower. Mount it, press Action to launch it, and enjoy the ride.



Welcome to the throne room of Soyinka, goddess-queen, daughter of Matanboukous. From this conversation, you learn:

1. The Nomad Soul prophecy predicts that "a nomad soul will come to destroy the son of evil." If, however, the Nomad Soul fails, evil will rule the universe for at least 999,000 cycles.
2. This is the Azkeel city of Mayere'm.
3. The Azkeels are a people created by the Tetra Trust as super-workers. These Azkeels managed to escape and build a life far from the rest of the world.
4. The passage to Hamestaga'n is below you at ground level. She advises you to find a Sham to ride.

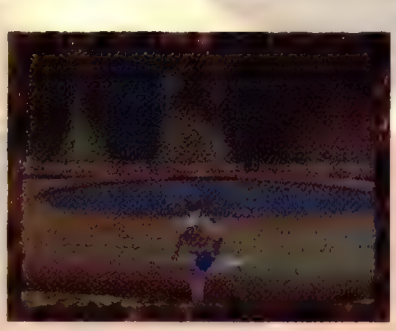
PASSAGE TO HAMESTAGA'N

As all the central pillar's bridges lower, turn right as you leave the throne room to find a set of Rings.

Tip

Save now.

Left from the throne room door is the bridge back to the first tower. Take the elevator here down two floors to the watery ground level.



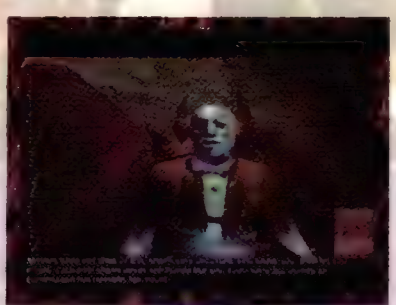
Turn around and search the distance for a long white fence. Swim toward it and go through one of the fence's open spaces.

Go left and turn right at a pair of large barrels filled with a stinky green goo. Smell the goo by pressing Action.

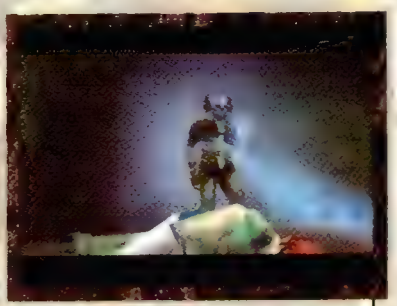
If you need a Sham, you'd better talk to the man grooming one over there. He is Fodo, and he offers you the Sham of your choice. Just ride, he says, to a split in the rock nearby.

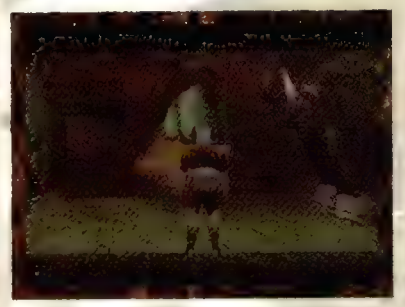
If you've smelled the green liquid, ask him what it is. It's zkilbon, a deadly poison that repels Krubors, predators of Shams.

If you try to ride the available Sham, however, it refuses to let you aboard.

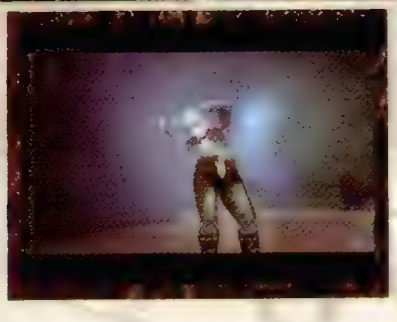


Talk to Fodo again about your problem. Ah yes, Shams don't trust unfamiliar riders—to mount one, you'd have to be Azkeel. Hmmm. The next step should be obvious.





Enter the passage to the City of the Dead.



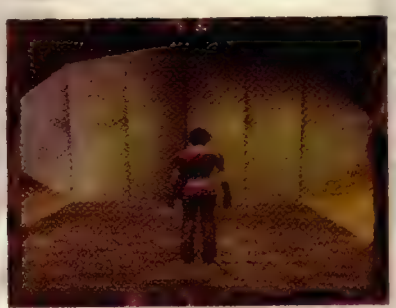
Fodo and his kind are too hearty to allow you to simply cast a Reincarnation Spell, but there's another way. Drink the zkilbon. As you expire, Fodo comes to lend a hand and ends up lending far more than that.

Pass through a large silver door.

Mount the Sham and ride to the right of the compound.

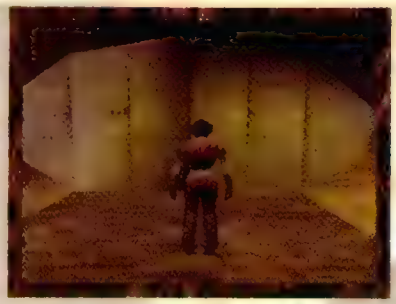
As you head to the final door to Hamestaga'N, you are attacked by a Krubor. If you defeat this creature, you'll proceed as Fodo. If, however, you succumb to the beast's savagery, you get a surprise: reincarnation into the body of the Krubor. It's not a bad trade, but you'll want to go easy on the Krubor in the fight so you don't damage your next body too much.

Approach a large rock in the wall and press Action to have your Sham push it aside. When it does, you dismount to finish your journey on foot.



Go through another silver door into Hamestaga'N.

GHOSTS IN THE CEMETERY



As you approach the city, you'll enter Shooting Mode. You must get to the Book of Nout on a platform straight across from your starting point.

In this first phase, you'll need to direct your fire at the devil dogs patrolling the graveyard. The flying spirits are harmless.

Go past the fountain at the center of the cemetery. The platform beyond it houses the Book of Nout.

Press Action to talk to the book. You learn:

1. At the end of the Cobalt Wars, it was discovered that Astaroth could be killed. To do it, humans collected the souls of the Phaenon magicians into a sword called Barkaya'l.
2. The sword was given to a hero, Kushulai'n. He fought Astaroth for days, but both fighters eventually collapsed in exhaustion.
3. Kushulai'n's fellow humans found him and the dark leader unconscious and took the opportunity to imprison Astaroth, thereby depriving Kushulai'n of the opportunity to kill Astaroth with Barkaya'l.
4. Kushulai'n retreated into isolation on a "temporal island." He waits for the Nomad Soul to find him.
5. His island is in the tundra of Mahahaleel.

As the conversation ends, you read the cover of the Book of Nout. It says:

"To reach the island beyond time
Incantations you must chant for Ghosts three
Beware of evil spirits on the line
For they can damn your soul for free"

The opposition gets a bit thicker now. Several evil souls now wander the cemetery, and they're coming out shooting. These same enemies inhabit all crypts other than the three you seek—woe be to you if you open the wrong ones.

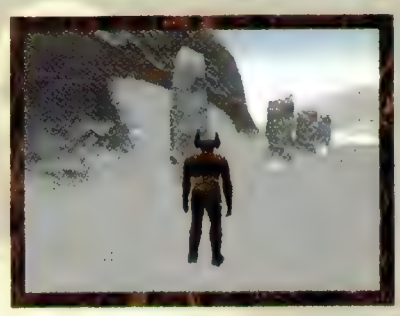
Go to the crypt marked on the map as "Ghost #1" (east of the fountain). Open it by pressing Action, and one of the three ghosts you seek will meet you back at the book.

Next, move northwest from the fountain to the crypt marked "Ghost #2."

The last one is a bit harder to find. Go to the book and face south. Slide down the wall and look for a ledge leading northeast. Follow that ledge. Look left for a crypt sitting alone by a small staircase. Jump down from the ledge, descend the stairs, and release the final ghost. You'll take a bit of damage in the leap, but there's a Medikit waiting for you right next to the crypt.

Return to the book and meet with the ghosts.

FINDING A HERO



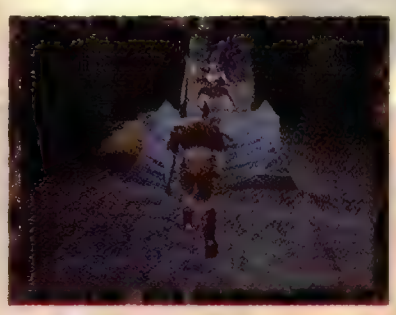
Together, the ghosts teleport you to Mahahaleel. Walk forward to locate a set of Rings.

Tip

Save now.

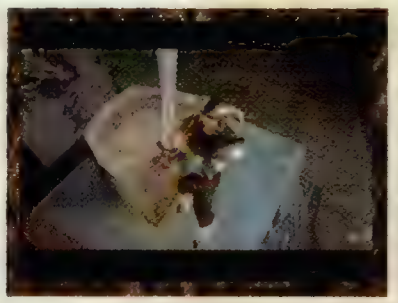
Continue forward until you see the airship and descend a ramp to the ground below.

Near the front of the ship there's a low platform with a ramp leading to it. Climb the ramp and walk onto the platform and you'll be transported to the door of the ship—Jump to it. There are several of these small platforms here, but only one performs this function; if nothing happens, try another.

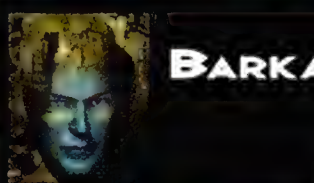


Enter the ship and follow the hallways to Kushulai'n's throne room. Approach the hero and engage him in conversation.

He truly believes that you are the Nomad Soul and agrees to give you the sword Barkaya'l. He dies in front of you—go to him and press Action to inhabit his body.



Pick up Barkaya'l.



Barkaya'l

This mighty and legendary sword, inhabited by the souls of ancient sorcerers, is the only weapon capable of killing Astaroth. It is bequeathed to you to finish the job.

Descend from the throne and look for five Magic Rings behind it. Go through the green-lit teleportation doors behind the throne to meet Astaroth face-to-face.

12
ASTAROTH

OVERVIEW

SCENES

- Kill Astaroth

IMPORTANT ITEMS

- None

INHABITABLE

CHARACTERS

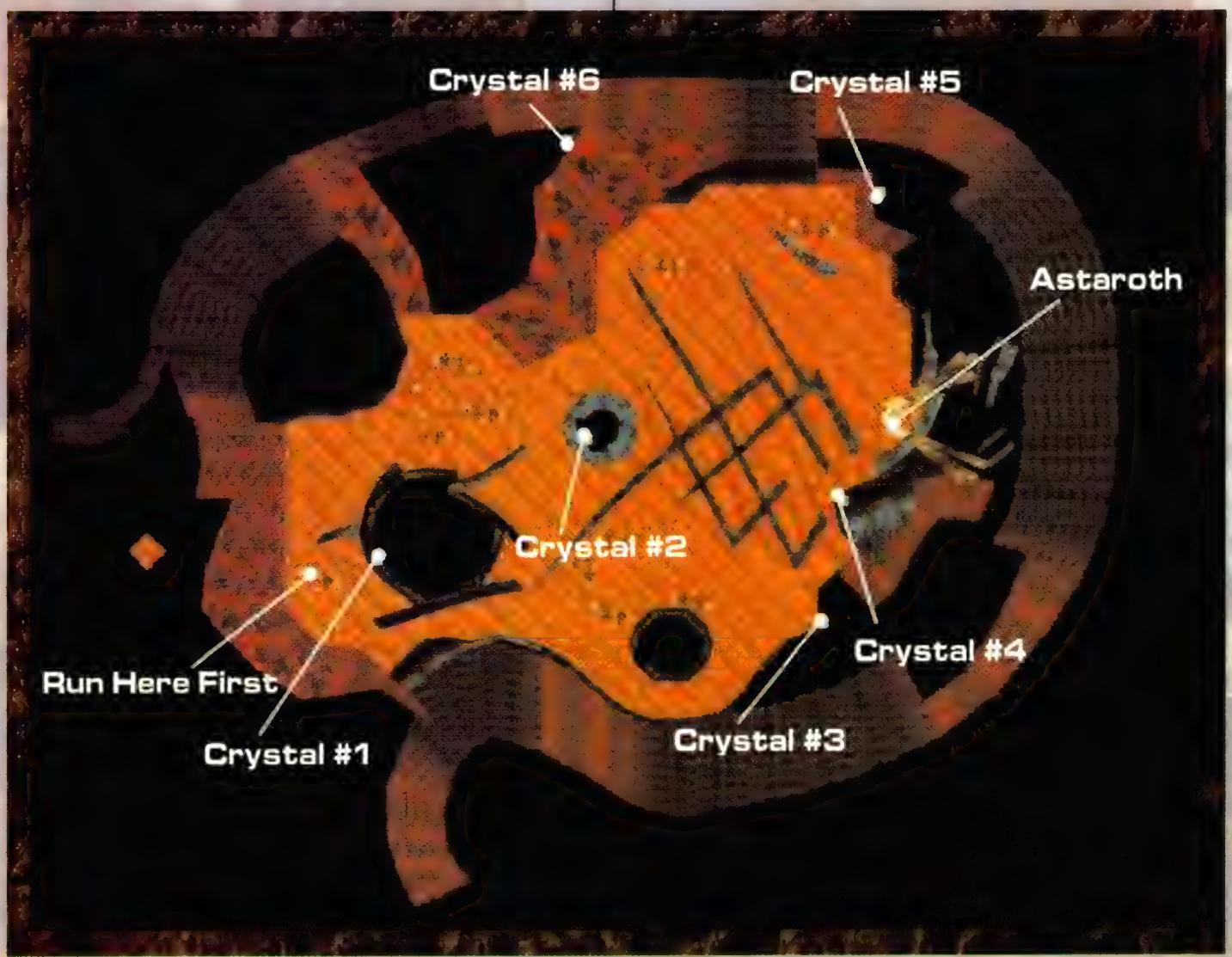
- None

NON-PLAYER CHARACTERS

- Astaroth

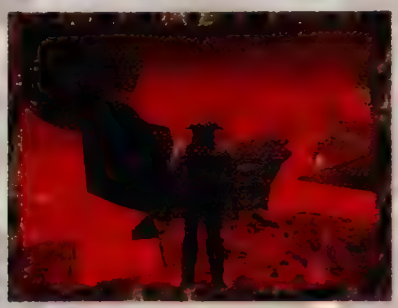
SAVE POINTS

- Entrance to Inner Lair

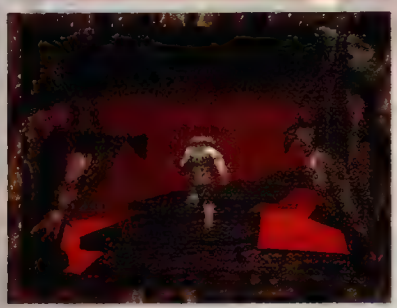


WALKTHROUGH

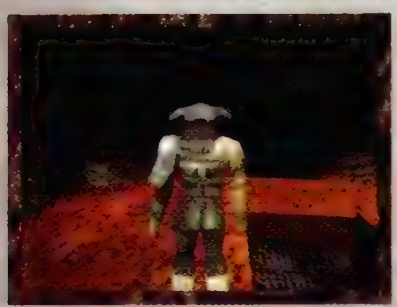
KILL ASTAROTH



Walk along a lengthy lava bridge.



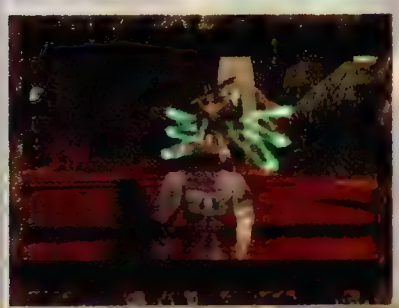
Eventually, you'll come to a staircase.



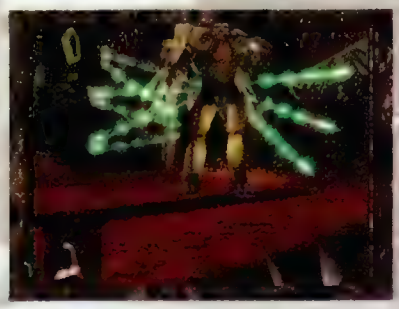
Go up to a small room and find a black door and a set of Rings.

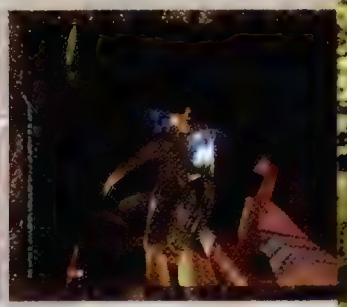
Tip

Save now.



Pass through the door to Astaroth's lair. There you see the gigantic demon, Prince of Darkness, lashed by six electric tethers to the heart of the computer Ix. They are, it seems, one and the same being.

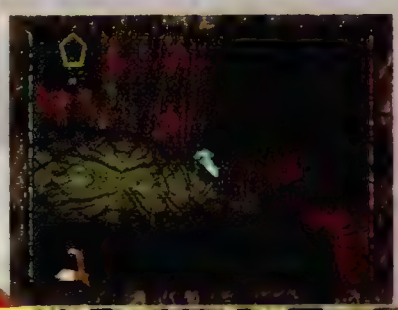




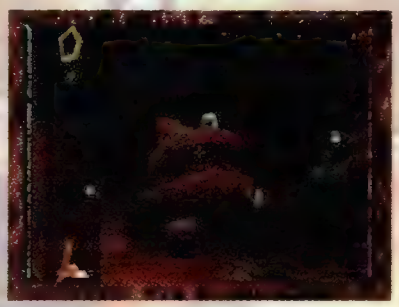
After a lengthy and shocking exchange, the shooting sequence begins. Your basic goal is to stay behind Astaroth and blast at a small oval spot in his back. This is his Achilles' heel. The hard part is getting clean shots at it.

First, you must, unfortunately, release him from his bonds. This not only gives you access to his back but also severs his control over Omikron. Each tether is controlled by a crystal somewhere in the room. Shooting these will free Astaroth.

Immediately about-face and run to the far end of the room to find cover. Astaroth's bolts track extremely well and are nearly impossible to avoid—sidestepping after the shot is released is the only way, but it's none too reliable.



As you turn around, you should see the first crystal above you. Fire on it to destroy it.



Advancing toward Astaroth, but staying behind the corkscrew-shaped pillar in the center of the room, you should be able to see four of the remaining five crystals. Destroy them from the safety of this point.

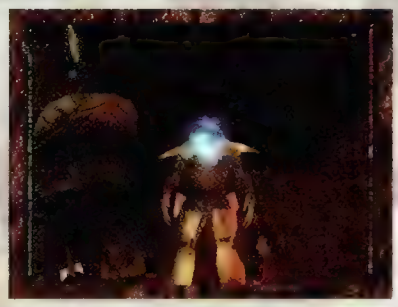
The last crystal demands that you attack it while in Astaroth's line of fire. Sprint to the south side of the room in front of the beast and face northwest to see the last crystal. Run toward it, firing until it explodes. Immediately take cover.

Now you will want to stay in the middle of the room at all times, circle-straffing around the now-free Astaroth.

Tip

To circle-strafe, point your crosshairs where you want to shoot, press Fire, and hold either Sidestep button. The effect of this is to circle around your target while staying constantly on the move yourself. The tough part, however, is that your target is also moving. It should be noted that you will want to stay in a fairly tight circle around Astaroth, but not too close: if you're too far away, you won't get your kill shots—if you're too close, you'll get stomped.

This can only be done with the mouse/keyboard combination.



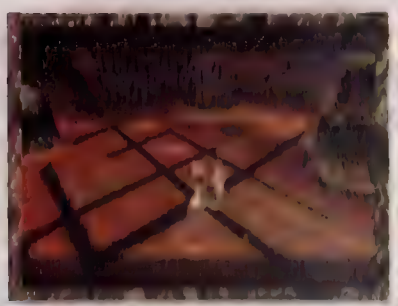
Fire first at Astaroth's head. When you see him stand erect and start to twitch, you'll know he is temporarily immobilized. This is your opportunity.

Circle around Astaroth's back and fire into the bluish oval between his shoulder blades. His body will react with a red flash, and you'll see his health bar drop. It takes tremendous persistence and patience to win this fight, but stay with it and never stop moving.

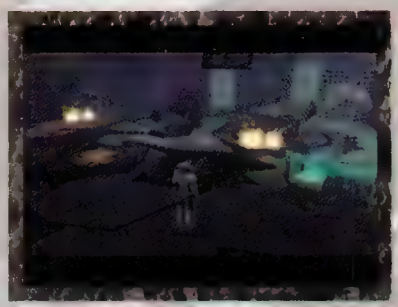
Astaroth has three basic attacks. His standard energy bolt comes when you are at medium-to-long range. It tracks relentlessly but moves slowly; wait until he fires and move laterally to avoid it.

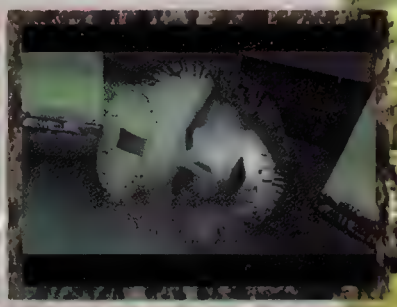
Second, if you venture into medium-to-short range, his chest opens, releasing a plume of fire. This can only be avoided by retreating backward and laterally. It is very difficult to avoid this attack entirely.

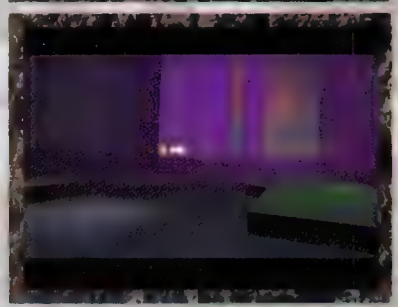
Third, Astaroth will jump into the air and stomp on your head—this is virtually impossible to dodge. If you're foolish or careless enough to get close enough to receive this attack, follow Astaroth upward by looking up! When he starts to descend, move suddenly right or left. If you're very lucky, he will miss.

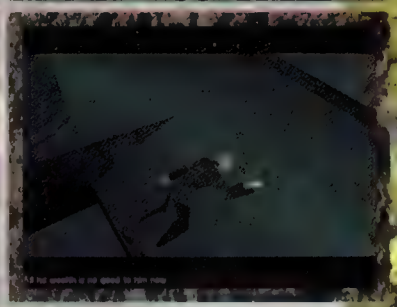


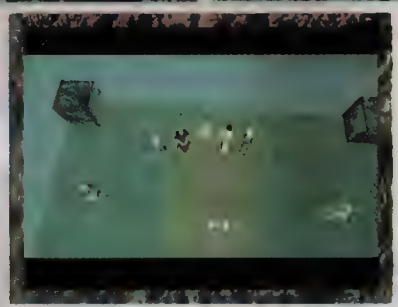
When you've drained all of Astaroth's health, he falls to the ground. You'll plunge Bankaya'l into Astaroth's back.











Sit back and watch as your quest draws to its joyous ending. Omikron is free and you are returned to our world. Congratulations.

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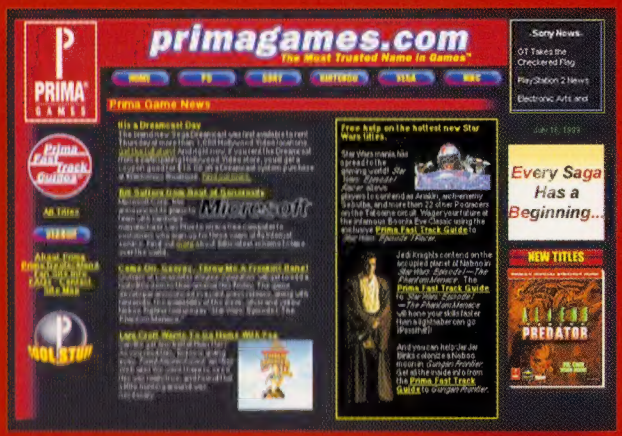

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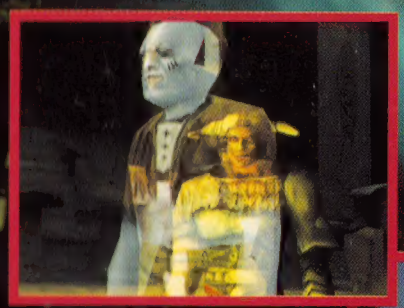

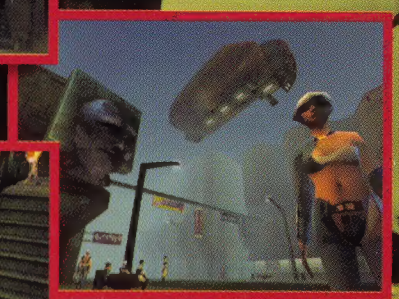

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